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HALF-LIFE

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INTRODUCTION

We recommend you spend at least five minutes reading over this page before you begin using this strategy guide. Not only will it help make the guide much easier to use, but it should save you a bunch of time by showing you exactly where to look for some of the specific problems you'll encounter. We didn't just whip up this page for total and complete newbies, ya know.

I How To Use This Guide 1



Main Walkthrough

The walkthrough section for both Half-Life and Decay are filled with an abundance of information. In the text, you'll find everything from step-by-step area walkthroughs to solutions for the most difficult puzzles. The maps have some unique features which we'd like to point out in our sample map to the right.

1 Map/Area Reference

Although the maps don't have official names in the game, we thought it was a good idea to assign some. To keep things simple, we used numbers for each of the game's 13 chapters. (Map 1B would be the second map in chapter one, etc.)

2 Weapon & Item Icons

Wondering where you can find the nearest Health Recharger or perhaps a few Grenades? Just like it looks, wherever you see a weapon or item icon, that's where it is in the game.

3 Enemy Icons

Similar to the weapons, we placed icons to give readers a "general" idea where the monsters dwell. It wouldn't be very cool knowing where every single enemy is now would it?

4 Numbered Call-outs

In general, we try to show things that need to be shown. Looking for a specific switch or solution on where to go next? This is where you should go.



Break this vent to proceed!



IA Locker & HEV Suit Area

Note: This map is not an actual area, it is only shown as an example.

Appendices & Bonus Sections



In addition to the standard walkthroughs for both Half-Life and Decay, you're also getting some really cool bonus materials including:

1 Gameplay Techniques



Page 04

2 Cheats



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3 Weapons & Items Appendix



Page 076

4 Enemies Appendix



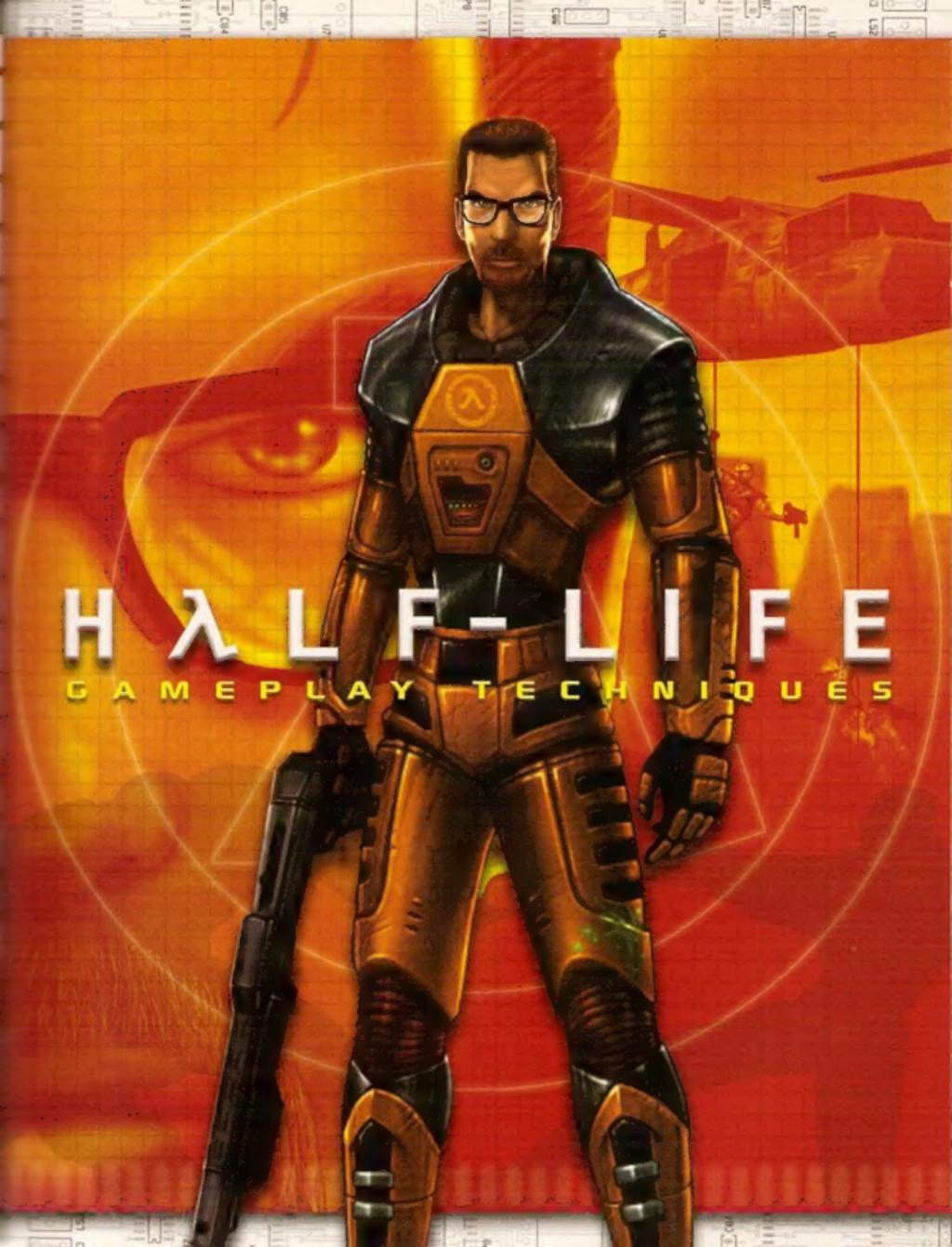
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This is a preface for the main walkthrough sections of both Half-Life and Decay, but it's not totally essential. Check it out if you're looking for general tips on movement, combat and problem-solving skills.

Admit it, there's a cheater in all of you. Okay, well maybe not *all* of you. But still, you have to admit that sometimes the cheats are kind of cool, aren't they? Like for instance, after you've beaten the game 10+ times and you're looking to extend the value of your \$45. *Game on!*

There are a ton of cool weapons in Half-Life, and this section is where to go if you're seeking info. Everything is shown in full detail, including damage, appearance and even weapon speed. What's not to like about those super cool weapon icons? *Thanks Mike!*

The enemies section is much like our weapons section. Here you'll find a little background info on the enemy, where it appears and how much damage it deals out. We'll also show you how much health it has and the best method of eliminating it. As you can see, you really can't afford to miss this section!



HALF-LIFE

GAMEPLAY TECHNIQUES

GAMEPLAY TECHNIQUES

This section is designed to be used only after completing the Half-Life Hazard Course. Once you've mastered the basics of Half-Life gameplay taught in that section, the next few pages will take you to the next level, serving as a text-based Hazard Course Part II.

[Movement Tactics]

The Basics of Strafing

Although it seems basic, simple strafing from side to side is one of the most effective tactics to use during battles. As opposed to a turn, the strafe offers so many advantages. Not only does it allow you to remain centered on your target, but it also lets you avoid projectiles without ever moving your mouse. Shown below are a few instances where a strafe should

be used instead of a turn. Illustrated are both methods, turning and strafing, along with what would happen if you tried either technique in the respective situation.

(Note: If you're already familiar with "FPS style" gaming, you can probably skip this tactic.)



Approaching a Corner

Often times, the best way to take a corner is to strafe around it, instead of turning through it.



Dodging a Projectile

Strafing to dodge projectiles is the better alternative to turning. Try it a few times and see for yourself.

This tactic isn't used until the very end of the game, but if you're not prepared, it can be a real pain to deal with. Fortunately, they've made this technique much easier to do than it was on the PC, instead of having to get a running start and then hit



the crouch button before jumping, now all you have to do is run and then double tap your jump button. Practice a few times in the Hazard Course and you should be fine.

(Note: Remember you have to have the Long Jump Module for this move to be possible.)

Crouch Jumping/Squeezing Through

One of the most important movement techniques to use on a regular basis is the "creep-through-all-the-small-cracks-and-crevasses" tactic. In all seriousness, you do need to learn to squeeze your way through just about every little hole and vent you stumble across. Many times in the walkthrough we mention a side area that houses some free goodies, but we won't make a big deal or explain how exactly to get to it. In those situations, you should be familiar with the following techniques and when to use them.



① A ledge/vent that requires nothing more than a simple crouch jump to get through.

② A vent waiting to be broken with your Crowbar.

③ A bunch of boxes, with one or more at a height only accessible by crouch jumping. Be on the lookout for boxes like this as they often lead to new areas.

④ Certain long distance jumps can only be made if a crouch jump is used. These pistons are a good example.

[Offensive Tactics]

Circle Strafing

Circle strafing is important against human enemies, especially so when there's only one or two to deal with. For those of you who are not familiar with this technique, here it is:

- ① Locate enemy, and make sure to lock on with your crosshair.
- ② Strafe in one direction or the other, keeping your target locked in the center of your crosshair.
- ③ As you move, keep adjusting your crosshair to keep your enemy centered. Never lose sight and keep firing!



Choosing the Right Weapon

There are three things to remember when thinking about weapon selection in Half-Life:

- ① Pick a weapon that is as fast as possible for the job at hand.
- ② Try and match the weapon's DMG with the enemy health.
- ③ Don't shoot more than you have to.

On paper, it might look ridiculous trying to think through all of those steps before you even pull the trigger. Just remember that after you do it one or two times consciously, you'll slowly but surely begin doing it subconsciously. When you begin doing it subconsciously and effectively, then you're golden. It's just another part of the game at that point.

Also, remember that when you get to the later stages of the game, it's really all about solid ammo management—which if you don't have any—you'll never beat the final two chapters no matter how hard you try. Use the two charts to the right as quick reference charts when making these decisions, but also refer to the more expansive charts in both the Weapons and Enemies Data Charts.

Weapon Damage Chart			Enemy Health Chart		
Quick Reference			Quick Reference		
Weapon			Enemy		
Crowbar	10	---	Headcrab	10	20
9mm Pistol	8	8	Mawnman	50	100
Shotgun	30	60	Barnacle	20	20
Grenades	1-100	---	Houndeye	20	30
Combat Rifle	5	1-100	Vortigaunt	30	60
.357 Magnum	40	---	Bullseye	40	120
Laser Mine	1-150	---	Hagworm	2	2
Satchel Charge	1-150	---	Snark	2	2
Crossbow	50	---	Soldiers	50	80
Snark	10	---	Assassin	30	50
Tau Cannon	20	Varies	Ichthyosaur	200	400
RPG Launcher	1-100	---	Alien Grunt	60/90	120
Hivehand	8	8	Xen Master	60	100
Gluon Gun	14	---	Gargantua	800	1,000

Note: Any weapons with variance in the DMG ratings represents a splash radius weapon.

Note: Boss monsters and human-controlled artillery were left out of this chart.

The Twitch Offense

If your instincts are solid and your reflexes are sharp, you can probably get away with classifying yourself as a "twitch" gamer. In single player FPS games, usually this means you don't follow many specialized techniques or use much strategy. For the most part, you rely on your aim and strafing ability to do your dirty work. In Half-Life, this type of gaming is effective only when used in moderation. Moderation meaning during the battles which are scripted as forcing you to fight *many* enemies at once. In those specific situations, solid reflexes and smart weapon selection usually do the job. However, there are certain battles where a few of our aforementioned tips and/or advanced techniques really make the difference. Use your judgment.



Sometimes blazing into a battle is your only choice. In this picture, we had no choice.



Just try to make the most of your surroundings.



I Defensive Tactics 1



Running & Hiding

When fighting humans, this is easily the most simple and effective of tactics. Instead of entering a room that is purposely designed to pose problems during combat, try this:

- ① Enter a room and alert the enemies to your presence.
- ② Retreat back to a safe area—preferably somewhere close you know very well.
- ③ If they're human soldiers, they should follow you. If they don't, taunt them with a few bullets and they'll come after you.
- ④ Pick them off one by one as they appear.



Using Objects To Your Advantage

When you're surrounded by enemies that just seem to keep coming, there's often an alternate solution to kill them rather than wasting all of your ammo. First and foremost, try scanning the area looking for explosive canisters or perhaps even fuel tanks. The designers

often placed these in areas where they can be detonated to kill many enemies with one shot (1). If there are no explosives around, try searching for a nearby cannon or mounted gun (2).



Backtracking For Goodies

One very important fact to remember about Half-Life is that there are very few areas that cannot be returned to. If you're in Chapter 3 and you remember a few Health Rechargers that you purposely left full in the previous chapter, there's nothing stopping you from returning to fill up your

health. This is the same for Ammo or Battery Packs that you left because you were already full.

When using this technique, it's important to try and always use up the stuff that's farthest away first, thereby making it easier for your to backtrack.

should you need to do it again. So, in other words, if you left an HEV Recharger waaaaay back when, try and get back to it and use it up before using one that's closer. If you stay persistent with this technique, you should have full health and suit power for the most important parts of the game.



Let Barney Do the Work



Although it sounds rather self-righteous and somewhat sadistic, letting Barney get annihilated in the line of duty isn't always a bad thing. After all, there's like 500 of him, and only one of you. And he's a lousy shot anyway.

ner where mass groups of monsters are at medium-to-long-range, he'll do an effective job at picking them off one by one until they're all gone. This is a great way to conserve both ammo and health.

But seriously, the good thing about letting him fight enemies is that even after firing 50 or 60 consecutive rounds, he never seems to reload. If you put him in a well situated cor-

Don't forget that Barney is often used to open doors and unlock special areas. As such, make sure he's not needed for a specific part of the mission before letting him go in to play Rambo.

He may not be cute, but he's effective.



I Other Tactics I



Cracking Boxes

As soon as Gordon is equipped with the Crowbar, you'll notice that boxes begin showing up in the various rooms throughout the complex. Many times these boxes are used to reach other areas, and sometimes they're pushed (or pulled) to gain access to otherwise inaccessible areas. Most of the time though, they're just boxes that can and should be broken with your Crowbar. Inside of these boxes you'll find things like Health Packs, Battery Packs, Ammo, Laser Mines, Satchel Charges and more.



Special Weapons

Throughout the game, you'll encounter several "special weapons" that are built in to the level itself. The coolest part about these mounted weapons is that they never run out of ammo! Just keep shredding through the enemies until there's simply none left. Some of the special weapons you'll encounter are: (1) .50 cal, Heavy Machine Guns and (2) 106mm Cannons. To use these weapons simply walk up behind the controls and activate the "use" button.



I'm Stuck. What Do I Do Next?

If you were going to read any one tip from this guide, this should really be the one. We're serious, it's just that easy to use.

To the right is our list of things to try if you're stuck, yet still hesitant to use our step-by-step walkthrough for the fear of being "cheap." We can't even express how many times we've been caught up in rooms or areas—thinking we'd done *everything* we possibly could to get out—later to find that the solution was easily grouped into one of the five items to the right.

Top 5 Things To Do If You're Stuck

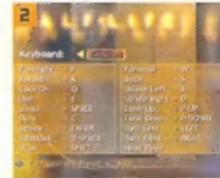
- ① Vents & Ladders
Crack open every vent and climb every ladder.
- ② Doors
Attempt to open every door and every security keypad.
- ③ Enemies
Certain special areas won't let

you move on until you kill every enemy in the area.
 ④ Barney
Don't forget about dragging Barney (or a scientist) along to unlock a door for you.
 ⑤ Boxes
If all else fails, smash 'em up!



Mouse & Keyboard Setup

Those of you who think the mouse and keyboard setup is just an overcomplicated way for PC gamers to claim superiority over console gamers, well... you're gravely mistaken. It really is the BEST setup to use for many reasons, and Valve has done an excellent job in keeping every single option (available to those on the PC version) in tact. We suggest you go out and get your USB mouse and keyboard, hook 'em up and start playing Half-Life in what truly is the best way possible. (Note: Shown is our mouse setup (1) and our keyboard setup (2).)



Exploring Alternate Routes



While not really a tactic in the meaning of the word, exploring alternate routes is one of the better techniques in Half-Life. As a rule of thumb, we try to point out all of the significant "bonus areas" in the main walkthrough. Sometimes though, there are a few smaller rooms that we leave unmentioned because they're so obvious.

The Man In Black



You've seen him, but you don't know who he is. You don't know what he wants, or who he works for. What role does he play, and better yet, why don't my bullets hurt him? ^_^ All we're going to say is that you should pay attention and try to pick up on his movements as the game progresses. You will eventually find out his story.



HEV Suit Hazards

Shown below are all six types of "special" damage that your HEV Suit endures, along with a brief description of what they do.

1 Oxygen	2 Cold	3 Electricity	4 Fire	5 Radiation	6 Biohazard

This occurs when you go underwater for too long. Although it seems critical at first glance, any health you lose as a result of this type of damage will be automatically refilled when you resurface. If it goes down to zero, however, you will die.

Sub-zero temperatures will drain your suit's energy slowly, not posing a major threat. Although it's not a terribly fast rate, it's enough to make you want to get through the area quickly.

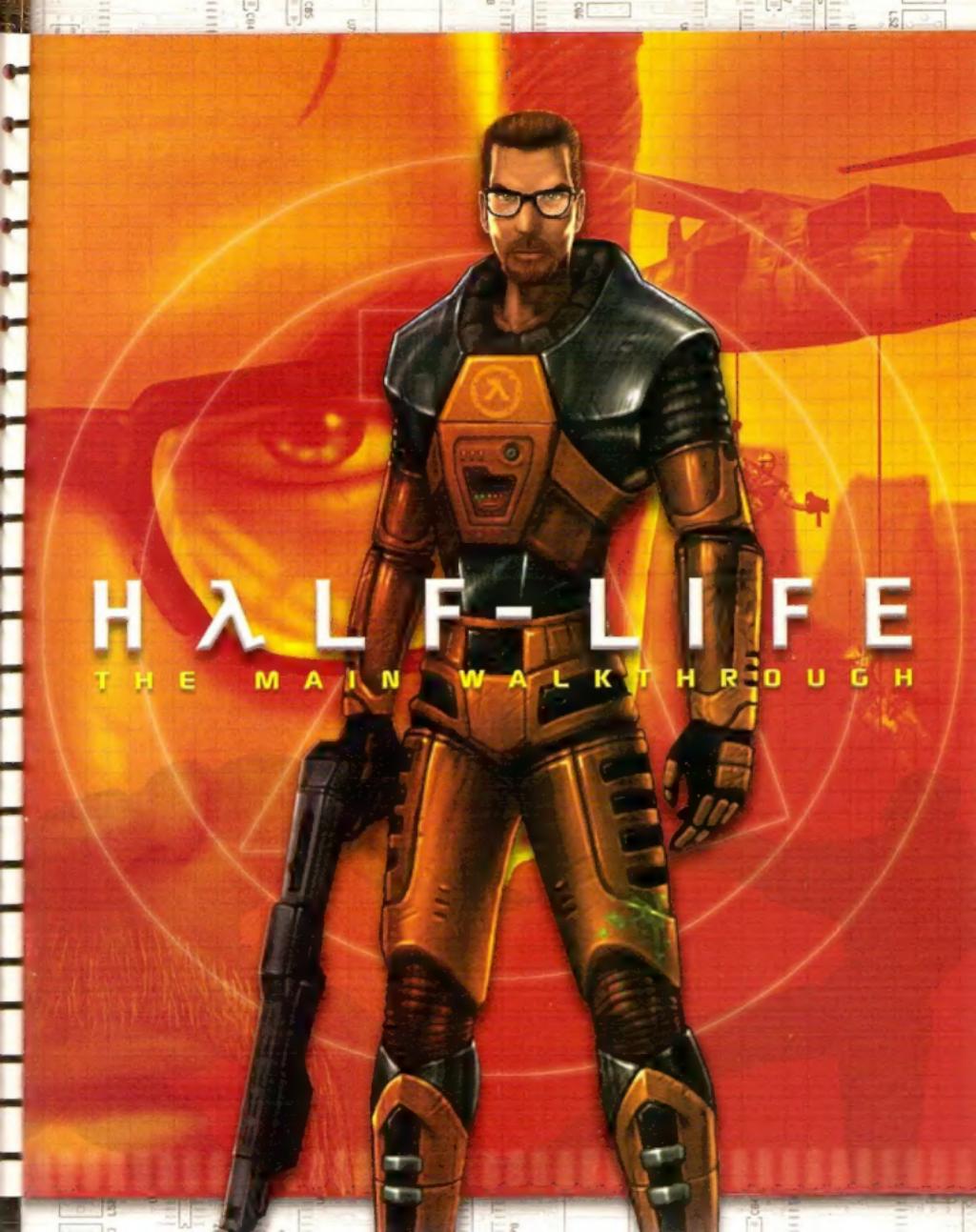
The first type of electrical damage is experienced from a Vorläugant e-bolt. It's common, but only moderate in damage. The second type is that of the broken power mains or exposed wires throughout the complex. This type is much more dangerous and usually causes a nearly instant, if not immediate, death.

The first type of fire damage is minor, usually the result of a broken pipe or valve that's spraying steam. As long as you're in the steam, your HEV Suit will lose power. The second type is direct fire damage, like that of the Gargantuus's main weapon. This type is extremely damaging and can take your HEV Suit from full power to zero in only a few seconds.

This is that green goop that covers about half of the Black Mesa Facility. The real difference between this type of damage and biohazard damage is that once you get out of the radioactive material, the damaging effects stop immediately.

This juice is light green in color and is very easy to confuse with radioactive material. One thing to note is that although this type of damage works at a moderate speed, it does continue to work even after you've stepped clear of the hazardous material. This is the rarest type of damage and is only experienced in a few chapters of the game.

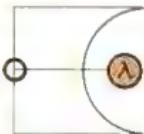




HALF-LIFE

THE MAIN WALKTHROUGH

ANOMALOUS MATERIALS



Intro Sequence

H. If I tell you I like most traditional FPS games that start with an MW intro sequence, instead of sitting back and opening up the first few minutes of the game, I would have to tell you right into the first MW intro sequence. It's far easier to just tell you, and I'd probably tell you in the intro screen that says "This is Spec Ops: The Line". I think it's cool the game starts with an introduction, so I would do it that way too.

Entrance

- When you get off the train car, chat with Barney. He'll open the first door which grants access to the area.
- In this entire first area, there's not really much you have to do. We stress how little you have to do because every room you visit are purely optional. As a tip, however, mark a few points of interest that you might want to check out.

ALL IN GOOD FUN!

This list shows some of the wackier things you can do in this first area.

ALEPH

Behind the main security desk in the first room, press the small red button beside Barney's computer.

Approved Selection

Armed & Dangerous
Light up the computer panel
In the southeast corner of
the first room you enter.

Bladrou

In the room across from the suspicious man (marked on the map), flip the light switch.

Microwave Trouble

In the employee lounge, try activating the button on the microwave several times in succession.



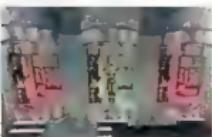
Ib Entry Hall To
Anomalous Materials Lab

To Mao 1B



Getting Your HEV Suit

- Once you get to Map 1B, go to the left and get your HEV Suit. Once you do this, go to the right and get the Battery Pack.



Anomalous Materials Lab

- Now that you have a map, you will see that the river flows from the water down to Mapleton, but it has to go upstream to which one you can't see. Right now it's dry, and probably it's been dry for a long time due to the drought.
- I will write the words in the center room, and you will have to guess what they are and what they mean. Open the crossword grid and try to fill in the letters.



Ib Locker & HEV Suit Area



EXPERIMENT TIME

① After chatting with your fellow scientists, the main gate to the experiment area will open up and allow access.



② Once inside, walk until they get on the loudspeaker, then push the red button up on the platform above.

③ When it's ready, cast the sample into the bin.



After a short conversation, enter the Test Chamber.

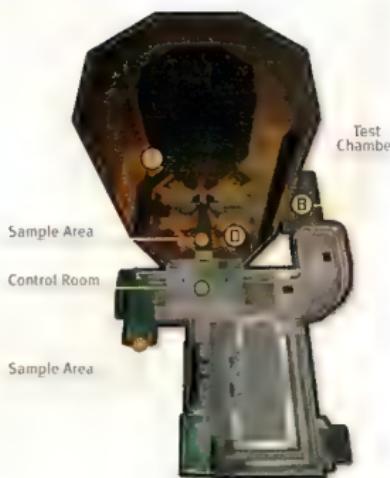
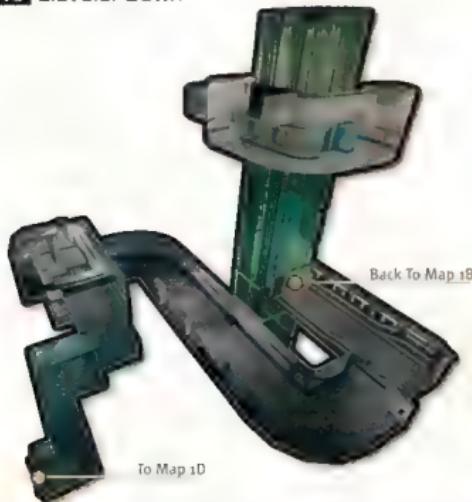


Climb this ladder and activate the switch above.



Lets just say you'll know when the experiment goes south.

Ic Elevator Down



Id Experiment Lab

UNFORESEEN CONSEQUENCES

After The Experiment

- By the entrance to the wind tunnel, you'll find a small metal doorway leading down a hallway. You need to be smart, or try to backtrack your way up to the entrance of the Materials Lab.
- Walk across the back hallway to the South door. It's located to the right of the main hallway. Walk through it and you'll come to another doorway. Walk through it and you'll be in the Materials Lab again. From here, head west.

NEW WEAPON: 9mm Pistol

Although this method isn't the most honorable, it does get you the 9mm Pistol a little earlier than normal, and it also gives you a few extra rounds.



① Once you've got the Crowbar, backtrack to the experiment lab.

② Remember that very first security guard you passed up? The one who the scientist was trying to resuscitate? Well, it looks like he's doing just fine and he's got a weapon you need. Since you can't ask to borrow it, and you can't have him follow you through the rubble, just whack him a few times with your Crowbar and he'll give it up.



2a Drainage Pipe Area

Ammo & Grenades

From Map 5A

Getting Back

To continue your journey, follow the hallway to the south. Then turn right and go up the stairs.

- Go up the stairs to the Battery at the top. Enter the room and you'll find Captain Kupferberg there. He's been hit by a beam of energy and is unconscious. Use the Crowbar to break his collarbone.
- Use the Crowbar again to break his collarbone. When you do, he'll wake up. He'll tell you that he needs to get to the other end of the hallway. Turn around and go back down the stairs.
- After you've gone down the stairs, you'll find a small doorway. Go through it and you'll find two 9mm pistol magazines.

The Main Room

- When you get back to the main room, go up the stairs to the platform above. You'll see a beam of energy hitting the floor. Use the Crowbar to break the beam and knock it off the platform. This will allow you to walk across the floor to the other side of the room.
- Walk across the floor to the other side of the room. You'll find a locked security door. Use the Crowbar to break the glass and crawl through to the next room.

Drainage Pipes

• Walk across the floor to the room below. You'll see that cables are draped across the ceiling. Drop down and walk across them to a tank that has the Water Valve. Turn it clockwise to open the valve. Use the Crowbar to enter the tank area.

NEW WEAPON: Crowbar

This is the very first area where you can get a Crowbar.



① Work your way past the malfunctioning laser beams and to the end of the hallway.

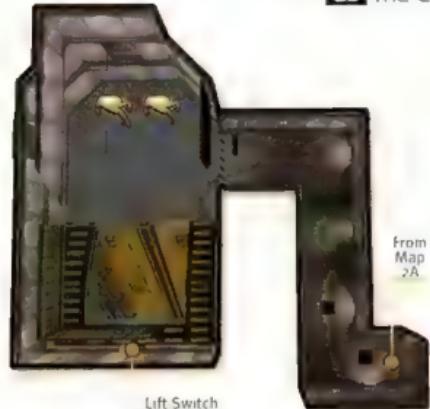
② You'll find the Crowbar on the ground near the locked security door. Use it to break the glass and crawl through to the next room.

That familiar looking 9mm Pistol in Half-Life is based on a real-life 9mm pistol. Some of you may have already picked this out, but the 3D model is designed on the Beretta M9 currently in use by the U.S. military. Sporting a 35-round hi-capacity magazine, the Beretta has earned its reputation as one of the most reliable and accurate combat pistols to date. The Beretta M9 is still in production under contract by Beretta USA.



© YOU GOT IT?

2b The Lift



Lift Switch

The Lift

- After you get past the stairs, turn left and walk down the hallway to the nearby lift. Grab two gmm Pistol Magazines near the dead security guard. Turn right and walk down the hallway to the lift. Head up the stairs and walk through the doorway. You can't go far, so just turn around.
- Once you're at the top, turn right and walk down the hallway to the lift. Grab two gmm Pistol Magazines near the dead security guard. Turn right and walk down the hallway to the lift. Head up the stairs and walk through the doorway. You can't go far, so just turn around.



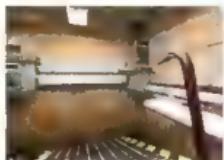
Your best bet is to simply rush through the large group of Headcrabs without shooting a single round.



If you do decide to stay and fight, crack open these boxes and grab the goodies.

Basement Area

- Grab the three Battery Packs and continue on. In the next room you'll find out just how weak those little red bridges really are. After they've completely collapsed, follow the pipes up to the right and over to the other side. If you want to save a bit of time, make the jump over to the ledge across the way.



- Walk into the elevator, now known as the Elevator To Office Complex. Inside you'll find a ladder. Continue through the hallway and move to the room with the red pipes. Break the wall with your flashlight to gain jumping ability. After attempting to jump from the boxes, you'll find the ladder.
- Try walking across the boxes to the ladder. This is very difficult, but it's the only way to get across. It's the easiest way to get across with almost zero risk. It'll work most of the time, and you'll get across on your first try.
- At the very end of the corridor you'll find an elevator which takes you to Chapter

2c Basement Area



It's best to simply walk from box to box, instead of jumping.



Elevator To Office Complex

OFFICE COMPLEX

Getting To 2F

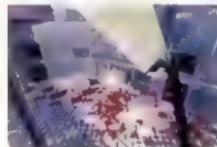
- Once off the elevator, head west to the first floor. Walking west, the crack it open will give you Cover. Don't act too weird or say amino on the headphones... they'll just shoot at you and zap you.
- Head east to enter the elevator to the next level. Approach the door and eventually you'll see out the others do. Take a left and go west until you reach the light switch to shut off the power for the area. When you walk back in the west corridor, turn left, continue forward past your original entrance. You'll see a small bonus area with a few health kits and two 12-rid.



The light switch will stop the water from being electrified.

Magazines for your gnm

- From the light switch, move to the east to enter the room. Fill with water, keeping a safe distance from the floor. After you fill the room with water, move to the west and walk up to the wall. There's a safe to



Whack the crabs and grab the goods in this bonus room.



Create a set of makeshift steps with these boxes.

Shut off the power to the floor. This room is full of health. Note: Please remember that the floor is electric. Turn the power back on after you've completed this section of the map.

- Now it's time to approach the elevator. Make sure you're not too close to the metal grating. Walk around the corner and approach the elevator. Make sure the floor is dry before you step on it. If it's wet, walk to the side of the platform and approach the floor from the side. You can also use the stairs to get to the elevator.



Flip this switch to shut off the power for the area.

NEW WEAPON: Shotgun



- Hidden off the beaten path in this small hallway, you'll find the Shotgun lying right on top of the first box as you enter the room.

- As you approach the fence, make sure you pump a few rounds into the approaching Mawman behind the security guard. If you kill it before it whacks the guard, he'll open up the gates and let you grab even more ammunition and health before heading back.

- As a final bonus before you leave the area, break open the boxes below the metal grating to find a Battery Pack and a Health Pack.

3a Complex 1F

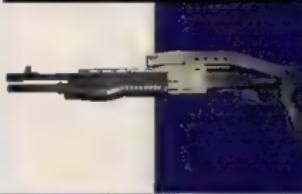


3b Complex 2F



Cleaning The Area

DID YOU KNOW?



That shotgun sure does look familiar, doesn't it? Well, it just so happens that the most well-known shotgun in Hollywood—made famous in films like the *Terminator*—is also the very same shotgun used for the weapon model in Half-Life. The SPAS-12 features a folding stock, an eight-shot tube and the ability to switch between pump or semi-auto modes. The designation SPAS-12 stands for: Sporting Purpose Automatic Shotgun in 12 Gauge. The SPAS-12 is manufactured by Luigi Franchi SpA in Italy.



Don't forget about the Turret Gun at the top of the stairs.



Of course if you get thirsty,
there's always some free



Keeping Barney with you for as long as possible is a great technique. He kills enemies, saves you ammunition, distracts enemies and also takes damage that normally would have gone your way. Eventually he WILL die, but the longer you can prolong the inevitable, the more you gain.



The shotgun makes quick work of the Vortigaunts.



Make sure to check rooms thoroughly before leaving.

3c Complex 3F



This boarded up door can be broken down with your Crowbar



3d Meat Locker



Meat Locker

The meat locker area is filled with coffee machines. You can't move them because they're bolted next to the Mawmaw punch machine. Just break them simply by shooting at them.

Once inside, your priority should be to clear the area of enemies before proceeding to the moving switch. There's seadcrab around every turn, so keep the Crowbar handy if you need to save ammo. You especially want to get rid of that Bullsquid in the northern corner. If you do manage to clear it, then you'll be faced with another Bullsquid. After defeating it, head back into the main room and take a look at the moving platform. Follow the hallway and you'll see the moving platform. Open it, crack the boxes, revealing three bonus Battery Packs and move to the other side of the shaft. Turn around. Finally get to jump onto the

Surprise Attack



Smash through this grate and drop down into the darkened elevator to begin Chapter 4.

- When you're clear of the enemies and your health is full, proceed through the main hallway. After tasting a small surprise attack, it's time to make a small leap of faith and grab hold of the ladder inside the elevator shaft. Climb to the top, making sure you don't fall off the ledge or get distracted by the scents in trouble up above.
- When you reach the top of the elevator, jump down onto the ledge and crack open the grate.

Proceed to Chapter 4.



Although out of the way, make sure you explore this vent because...



This is the switch that operates the moving platform. It's in the OFF position here.



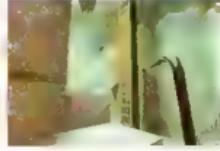
...it leads to this secret room filled with ammunition and health.



Smash the boxes aboard the platform to find hidden Battery Packs.



The entrance to the meat locker isn't too far from the coffee machines.



Kill every Barnacle that's in your way. No messing around in this tiny room.

WE'VE GOT HOSTILES

Tricks And Traps

- After watching the cinematic sequence you find out that your objective in this area is to open the Silo Doors. That very quickly sets the tone for the next section. To get through this level it's going to take a whole heck of a lot of work to get there.
- This section is pretty straightforward, so instead of giving you a step by step walk through, we're going to highlight a few important things.

① The small red lasers are not harmful, but rather detect or systems that activate the Turret Guns. When you cross one and hear the distinct sound, something went active not too far ahead.

② Don't let the represent Uncle Mo's "I'm not alone" catch you off guard. This is a heavily guarded level, so getting through it without getting blown up will take some time.

③ On the twisted metal bridge, you'll notice that the floor is just a thin sheet of metal, so if you fall through it, you'll end up in the water below. Make sure you don't fall through any of the floorboards.

④ Let's talk about the way to the Silo Doors. You'll need to use some agility to jump from one side of the wall to the other and from the other map, and then on the right side you have to use the Immortal Health and the health node to move on to the next.



4a Silo Access

4b Elevator Area

Elevator to Map 4C

From Map 4A



NEW WEAPON: Combat Rifle

① When you stumble across the very first dead Grunt, you'll find his Combat Rifle laying right beside him. There's no technique when finding this one—just grab it and get the heck out of there!



② From this point forward, the Combat Rifle should be your new best friend. While we don't recommend you always use it, the Combat Rifle is perhaps the best all-around weapon to keep equipped when entering new areas. And since it uses the same caliber ammo as your 9mm Pistol (albeit very odd), you should have quite an abundance of ammo built up at this point.

4c Storage Facility



Dropping a few Grenades should give these guys a wake-up call.



This area is absolutely packed with boxes containing bonus items. Bust 'em up!



The Shotgun works great at stopping enemy soldiers dead in their tracks.

FUN WITH GUARDS



Some Laser Mines are placed low enough to jump over or crawl under.



Try rolling a Grenade right through the crack to take out these Gun Turrets.



Hiding behind boxes is a great tactic if you've accidentally activated the Gun Turrets.

Mmm...

In the first room with both Barnesies and Grunts, try sitting back for little bit longer than normal while the Grunts scramble around trying to find you. We think you'll really enjoy seeing the results.



Also, take note that there are many other situations where this type of technique comes into place. Try and take advantage of them when they arise.

DID YOU KNOW?



Some of you might have already noticed, but for those who don't know, the Half-Life "Combat Rifle" is actually based on the most current form of the M-16 used by the United States military. It's designated the M4 which is basically a much newer and more refined M-16A2. In Half-Life, it's equipped with the optional M203 40mm Grenade Launcher. Both the M4 and M203 are produced for the United States military and law enforcement agencies under contract by Colt's Manufacturing Company, Inc.

4d Topside

[Back To Map 4B](#)



Up From Map 4C



Try riding these conveyor belts into a small secret area with some bonus goodies...



When the coast is clear and the Osprey is away, make a mad dash for the bunker!



This section is tough, and you're going to take a little damage no matter what.



Be sure to check around the corner before just rushing out into the open.



...Inside you'll find a few Health Rechargers, magazines and even Battery Packs.



At the very bottom of the shaft is a double-wide ventilation shaft. Crawl in it.



Quite easily the most confusing part of this whole chapter is the final set of "tunnel crawling" before you enter the main control room. The easiest method to get through this is to work your way through, until you hit the long tunnel that leads to this very shaft with the ladder. Drop down to the second ledge (centered in the photo above), and you're in the control room.



Try not to gawk at the Osprey for too long; you'll be eating bombs-in-da-face if you do.



When all is said and done, you'll be inside the control room. Press the darn button!

Moving Toward The Surface

- As you progress through the second floor, be on the lookout for boxes that look smashable. There's quite a few goodies hidden inside boxes scattered all around the next few rooms, but make it a point to clear the area before you start chopping wood
- There's basically three rooms on Map 4C. Each is filled with Grunts and Squad Leaders, so try and use as many rounds from your Combat Rifle as you possibly can. Not only because it's accurate and well suited for this type of combat, but also because the enemies will be dropping tons of spare ammo for it. If possible, try not to waste ammo on any of the Barnacles unless they're really in the way. There's just so many of them that are very easily avoided.
- When you reach the lift and ride it up yet one more floor, DON'T panic from the sounds of large explosions nearby. They cannot hurt you as long as you're inside, so it's best to take your time and get setup properly (i.e., reload all your weapons, check your health) before making the topside assault. When the coast is clear head for the bunker and down the shaft
- Eventually you'll be back on Map 4A, crawling through the various tunnels. You can either explore every single one and go for some bonus ammo, or you can shoot straight for the one in the picture below and get right into the control room.
- Enter Chapter 5 by passing through the silo doors and into the next hallway

BLAST PIT

Approaching The Silo

- After breaking through the boards above the small barriers, you'll need to activate the lift that lowers you to the rail car. Before heading down you can get a few goodies in the room the Mawman was guarding. Once below, it's just a matter of hopping aboard and going full speed ahead. Cross the hazardous waste using the floating boxes and access the pipe above.
- Grab the Battery Packs and Health Packs if you need them, then cross the ocean of hazardous waste avoiding the two Rail Cars. When you're on the main platform activate the small button to raise the lift.

5a Elevator/Rail Area



Jump on top of these horses and break through the boards.



Take out the Mawmen before activating the elevator switch.



The doors should open and the lift platform will rise.



When the lift hits bottom, jump aboard the rail car.

5b Waste Area



Let the speed of the car smash all the enemies while you hide behind the controls.



Don't be afraid to run at full speed to the end of the line. Just be ready to jump off.



Once you're near the waste, it's a simple case of box jumping to get to the other side.



Walk these pipes to access the lift that takes you up to the silo.



If you blow the bridge apart, it's going to be very tricky to cross, but still possible.

5c Silo Area 2nd Floor



Entering The Silo

- Make your way into the center of the silo, working past the small groups of enemies scattered about. Your goal for this area is to take out the tentacles that are brought beneath the thruster of the rocket. In order to get the rocket to test fire, you'll need to accomplish the following:

- ① Turn on the oxygen and fuel pumps.
- ② Turn on the main power system.
- ③ Press the test fire button

- There are two ways to go once inside the Blast Pit itself. First, you should head to Map 5E by taking the first boarded up door as shown in the picture below. Second, you need to take the door right below it to access Map 5G (second picture). Each of these sections has its own walkthrough, which you'll find on the respective pages up ahead.



Upper door leads to Map 5E



Lower door leads to Map 5G

5d The Blast Pit



*Note: This hole is only open after you test fired the rocket and got rid of the Tentacles.

Activating The Fuel & Oxygen

- Begin by entering the control area, Map 5E, and then work your way down to the service hatch. When you break the bars that cover the service hatch, be extra careful not to fall straight down to your death. Just stand to the side as you do it.
- Stay on top of the pipes and take a left at the fork. Follow this all the way to the back and climb up the ladder.
- Take out the Mawmen guarding the ladder down to the fan, then activate the switch and get the fan spinning. (Note: You've gotta be quick to get back up that ladder! We recommend making a save game.)
- Once you're clear of the blades, simply hop out above the fan, and the massive thrust will push you up to the ceiling. Crack through the boards and enter the vent which leads you back to Map 5E. Now that you're back, it's time to head over to the Tentacle Pit and take the lower door that leads to the main power generator.



After activating the switch to turn on the fan, you get one shot to make it up the ladder. If you don't make it on the first rotation, reload your game.



After entering the vent above the giant fan, follow this red tunnel area back to Map 5E.

5e Oxygen & Fuel Control Area

From Map 5D



5f MegaFan

To Map 5E



After riding the air from the fan, smash through the boards with your Crowbar. The vent above these boards leads you back to Map 5E.



Make sure you activate the fuel and oxygen pumps before heading back.

5g Power Control



To And From Map 5c

Main Power Switches

NEW WEAPON: .357 Magnum

① You'll find the .357 Magnum inside the shaft where the three Tentacles live. Only after you flush them out with a test fire can you enter this shaft.



② It's pretty dark, so you might need to turn on your flashlight to search near the dead guard's body. Along with the .357 Magnum you'll also find a few boxes of ammunition and some health.

Activating The Power

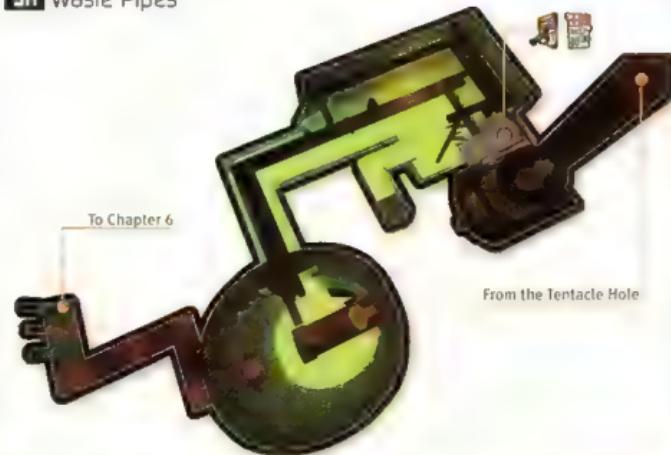
- Start off by working past the Houndeyes, and into the room with the elevator. Pull the main power switch and boxes around the corner and into the puddle of water to activate it.
- Release the elevator down, switching to the adder on the inside wall when the power fails. Make sure you activate BOTH switches to turn on the power.

5h Waste Pipes

Test Fire And Escape

- With the fuel, oxygen and power all activated, make your way back to the rocket thruster control room on Map 5d. Activate the test fire button and make the tentacles back to wherever they came from. When the room is clear, crawl down into the hole where the tentacles once lived, being careful not to fall too far at once.
- After swimming through the small hole and then resurfacing on the other side of the wall, refit both your health and HEV Suit at the two rechargers below. Continue by walking the pipes up above, activating the cranks to reveal a secret end cap pipe so you can cross over and enter Chapter 6.

To Chapter 6



From the Tentacle Hole



Ride this cart over to the ladder on the adjacent wall.



Fry 'em after you've activated the fuel, oxygen and power



With the Tentacles gone, you can jump down in their hole.

POWER UP

Sneaking In



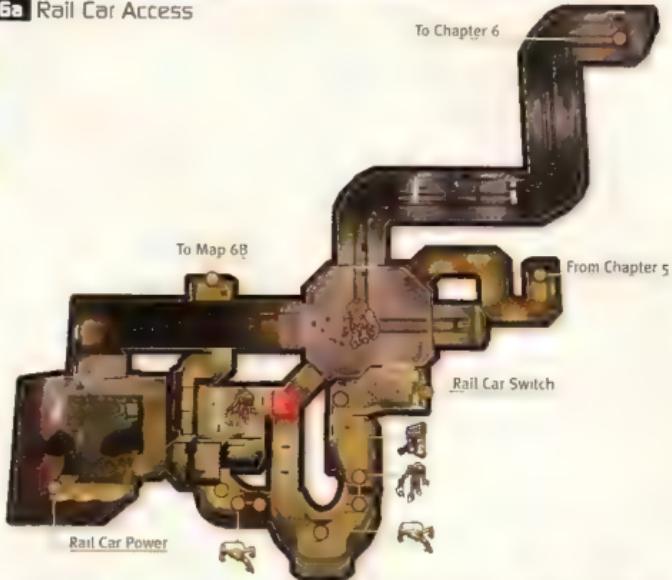
- This chapter starts out with a bang, introducing you to one of the toughest enemies in the game, the Gargantua. The best technique for dealing with it is to simply dash past as it's skirmishing with the two Grunts. Remember that it has a ferocious flame attack that does mucho damage at close range. So if you can, try to stay at least 15-20 feet away from it.
- Wrap around the corner and continue down the hall.

There's a few Vorlagaunts and Headcrabs scattered around, so be careful. When you reach the end of the hallway, you'll see a door that's been severely barricaded with wooden boards and boxes. Smash through and enter the control room where you'll find a wounded security guard, ammunition and the switch that controls the center track platform. When you've gathered up enough info and goods, head back out the door and under the freshly copped walkway.

- Work your way all the down to the end of this long stretch and you'll come across a bright red valve. Turn this valve to open up the double doors that lead out to the waste shaft.
- Climb the shaft carefully, taking out the Grunts that guard the entrance to the hallway above. The best technique in taking these guys out is to roll a few Grenades in before entering. But if you're fresh out of Grenades or wish to conserve your supply, the second best choice is the Shotgun.

6a Rail Car Access

To Chapter 6



THINGS AREN'T ALWAYS PERFECT...



Every once in a while the Gargantua kills the Grunts before you get a chance to cross over, essentially ruining your only chance. If this happens to you, and you're looking for a way to cross without melting your NEV Suit, here it is:

- ① Stay out of sight, and wait for the Gargantua to move away from the main door.
- ② Creep out behind it, crawling so you don't make any noise.
- ③ Throw a Grenade (away from the Gargantua), and dash past it the opposite way.



Try and run past while it's busy killing the government soldiers.



Although Barney is critically wounded, he has some essential information for you.



This opens the door that leads to the Power Complex.



One good shot to the explosive crates and this bunker is toast.



The .357 Magnum headshot combo works wonders.



Smash that box and clear the motor!



This bonus bunker has a few Grenades inside.



These Houndeyes shouldn't be a problem with the Shotgun.



When both lights are green, you're set to head back.



Roll a few Grenades into this hallway for some easy kills.



Scour every box in this area—almost all contain goodies.



Entering The Power Complex

- Your main goal in this area is to activate the main power switch that opens the gates on Map 6A. In order to get the power generator online, you're going to need to accomplish a few other things first.
 - There is *A LOT* of enemy resistance here, 99 percent of it being human soldiers. As such, don't be afraid to whip out the Grenades or Laser Mines when you feel the opportunity arise. There's an abundance of extra ammo scattered throughout this whole area, so this is one of the few places where you can really let loose with almost all your weapons and still retain a good supply in reserve. Aside from that, your best bet is to create a backup save when you think you've done a good job at clearing out an area.
 - Once past the human resistance, you're going to get on the elevator and take it below deck. Eventually you'll make it to the pump at the very bottom of this area, which is being blocked from operation by a few poorly placed boxes. Simply smash those boxes to get the pump operations once again.



If you can get into this stance, you'll be able to snipe the guards on their way down.



If you're wondering how to get the rail car turned, don't forget about this switch.

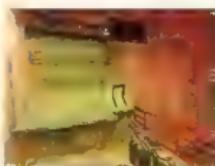


And yes, the tesla coils will so rock the Gargantua's world when it crosses 'em.

(Note: If the Gargantua follows you, don't waste any ammunition on it. There's a secondary method to destroy it using the tesla coils in the next room, so it's best if you just run as fast as you can.) Climb up the ladder and throw the switch as quickly as possible. This activates the track power for the rail car outside, and also fries the Gargantua if it managed to follow you in this far



The Gargantua is fast, so it's best to keep running without looking back (like this)



Get up to the track's power controls quickly and throw the switch.

6c Power Complex



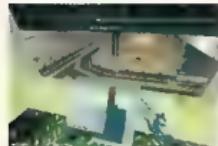
ON A RAIL

Railway Exploration

- There's really nothing critical to accomplish on Map 7A other than talking with the security guard and activating the lift gate switch. Once you've done both of those, ride the rail car down to the end of the hallway and continue down the elevator shaft.
- On Map 7B, you're going to want to loop around a few times, stopping to check out the various rooms if need be. Once clear of the Barnacles, continue going straight and you'll see a small alcove with a dead soldier nearby. Jump off, follow the steps up and you'll be only a few feet away from the switch that controls the crane. Roll in a Grenade to take out the gun turret, then activate the switch and get back on your rail car.
- Throw the rail car in reverse, and hit the junction switchbox with your gun to hop tracks.

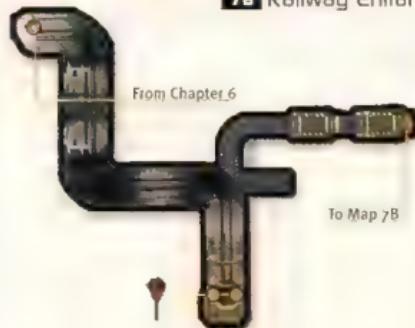


The best way to take care of the Gun Turret placed right behind the crane switch is to roll a Grenade right in between the box and this wall. Make sure to back off and get clear of the splash damage.



With the turret out of the way, use this switch to activate the crane and move it out of the way. When it's clear, hop back on the rail car and hop tracks with the junction switch.

7a Railway Entrance



If you do decide to continue on for further exploration, make sure to stop the cart well short of this group of Barnacles. If you don't stop to kill them, they'll lift you off and your cart will continue driving onward, preventing you from ever getting back on.



This hallway leads to some bonus ammo. Don't expect to get it for free however...

7b Railway First Floor

Heading Further



To Map 7D1

7c Lift Area

HANDLING THE RAIL CAR

If you're one of these gamers who expresses difficulty when controlling the rail car, just use the chart to the right. Remember that both Full Speed and Reverse have extra speed settings even though there's only one notch on the display.



If you swing your rail car to the other side of the junction, you can jump on this .50 and rip!



Using the .50 saves you a ton of ammo. And you can't say it doesn't do its job, can you?



When you reach the stairs, throw up a few complementary Grenades to clear the area.

dies down should you attempt to work your way around

- Another opt on is to rush in where there's mass confusion and get on the .50 cal. heavy machine gun for some target practice. Not only does it never run out of ammo, but each shot does mega damage and the rate of fire is extremely high (three bullets takes out a soldier, which at that rate of fire, is about half a second)
- Once it's clear below, climb the stairs near the .50 cal. and take care of the few Grunts and Vortigaunts scattered about. Grab all the goodies (hidden in boxes), refill on health and continue to map 7D2.



The hallways are filled with Vortigaunts, which most of the time get killed by soldiers.



When the coast is clear, check the rooms in the storage depot thoroughly for items, ammo and health.

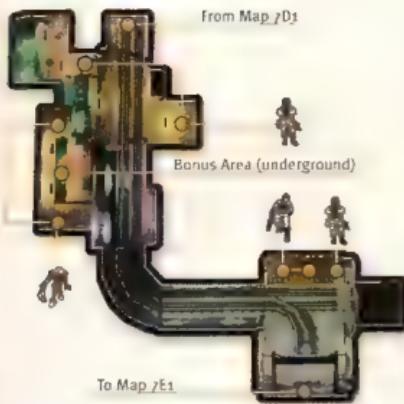


Don't forget to keep a watchful eye on these junction switches. Many of them take you to different parts of the track with bonus goodies.

To Map 7D2

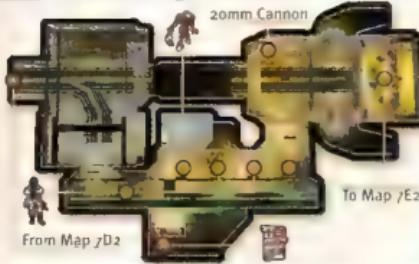
From Map 7C

7d1 Storage Depot



7d2 Office Complex Part 2

7e1 Rocket Storage Entrance



7e2 Rocket Storage



Back On Foot

• To complete next section, you're best commented on foot. That is, without the use of the rail car. Just remember to stay off the main section of the track or you'll sustain severe electrical damage to your HEV Suit and/or health.

• Right below the first stair case in Map zD2, you'll find a small box. Smash it to reveal not only a Battery Pack, but also a grate that leads to a secret room with bonus goodies. Inside the room you'll find a few Health Packs and some ammunition.

• Creep around the corner on foot—being careful not to touch the upper rail—and throw a grenade up onto the ledge where the three Grunts are waiting to ambush you. Continue on to Map zE1, and at the first turn, jump onto the Vorlgaunts for a while before turning the next corner. Use the sounds to distract them when things have died down.



Behind the stairwell you'll find a box that is hiding this grate. Break the grate and...



You'll enter a small room underneath the next area chock fulla bonus goodies. Inside you'll find Health Packs, Battery Packs, ammunition and even dead bodies. Who knows how they got down there or what they were doing, but it's still cool!



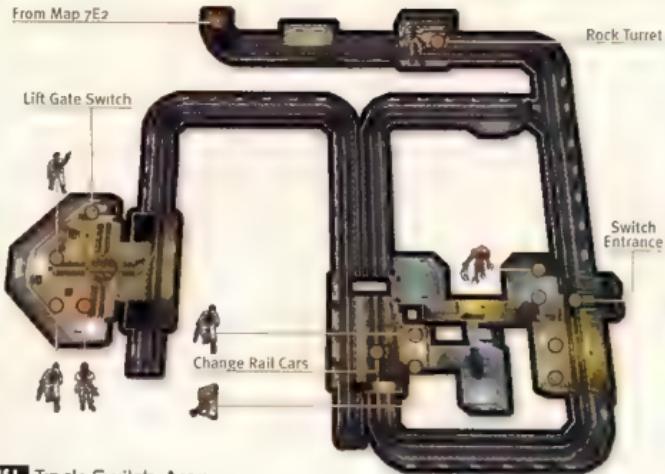
Although it's tough to see in the picture to the left, your best bet is to simply crouch behind your control panel on the rail car to avoid these lasers. If you happen to set either one of these off, the three Gun Turrets in the next room will rip you to pieces. Just reload your game if this happens.

Bonus Room

To Map zE3



From Map 7E2



Back On Foot (cont.)

- Sneak past the 20mm Cannon and enter Rocket Storage, being careful not to set off the red lasers that activate the three Gun Turrets in the very next room. Once you're clear of this area, jump back on your rail car and over to map 7F1



Those silly rockets don't do much damage when you simply crawl right under them. Try parking your rail car farther back, using the edge of the hallway to sneak up.

7f1 Track Switch Area

Final Approach

- Dodge the Rocket Turret by simply ducking as you crawl forward to take out the Grunt operating it. When complete, jump back onto your rail car and enter the fortified area in the center of the map. Activate the switch, and jump over the edge so you can quickly switch rail cars. If you don't, the other rail car will leave ahead of you, and you'll be running like a chicken to catch up to it. Clean out the very last room on Map 7F1 and flip the switch to raise the lift gate.

- Map 7F2 is nothing more than an elevator with minimal guard resistance. Ride it on up and follow the track to Map 7G.

- You'll make two complete revolutions around this map, the second of which is on the upper level. The best method to get through here is to simply duck under the moving cargo boxes and find the switches when your rail car hits the lift gates. Dodge the crazy Rocket Turret by ducking, just like the last one. When you get to the electricity hazards, you're going to need some excellent rail car control to make it through without taking any damage. It's basically a start-stop start-stop

situation with no big secrets for success. Again, it really pays to have a save game handy in case you screw up big time.

- When you're in the clear, get off the rail car and follow the ladder down into Map 7H1.



Crouch jump over these unbreakable boxes...



...upstairs you'll find the switch you need.

7f2 Elevator Area

To Map 7G

From Map 7F1

Ladder to Map 7H1

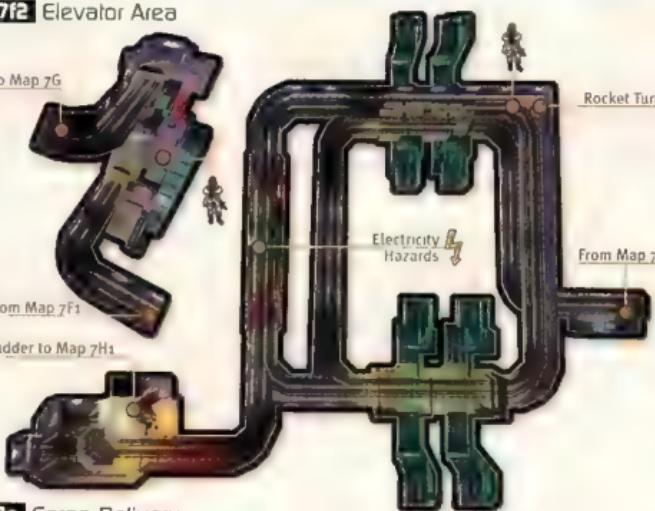
7g Cargo Delivery

Rocket Turret

Electricity Hazards

Rocket Turret

From Map 7F2



7h1 Fortification A



From Map 7G

To Map 7H2

7h2 Fortification B



To Map 7I

To Chapter 8

From Map 7H1

Launching The Rocket

- As long as you don't trip the red laser below the first staircase, you're set. Simply run past the Gun Turrets and assault the zoom Cannon. The best method to get rid of it is to sneak up on the right hand side, to behind the sandbags, and then fire a good clear shot with your 357 Magnum.
- After taking out the group of Grunts guarding the rocket control room, sneak past the laser wires and push the red button to launch the rocket. When it's complete, exit the area and head back to Map 7H2 where a new door leads you down into Chapter 8.



Before climbing down the ladder, drop a charge to clear the room. (Grenades work fine, but the Satchels have a larger splash radius.)



Who says you can't shoot a Grunt in the back when you get the chance? After clearing these two knuckleheads, take out the sniper on the roof.



When it's time to brawl, enter the room with everything you've got. After all, nothing says "Hello!" like a fragmentation Grenade down your pants.

7I Launchpad Control



Rocket Launcher Control

From Map 7H2

Dynamite Trap

Launch the rocket with the giant red button. D'uh!



When you ride this rail car into Chapter 8, you'll be in for a little surprise. ^_^

APPREHENSION

Derailed

• The line between Chapters 7 and 8 comes across so quickly that it's almost a complete blur. But worry not, your situation is somewhat unavoidable and you'll soon be doggle-paddling your way out of this little mess.

• First things first, you'll need to come up for air. With that out of the way, swim below and equip your 9mm Pisto. Fire a few rounds at the lock holding the four barrels in place, and they'll rise to the top of the pool creating a makeshift bridge. Swim through the small hatchway on your lower left, and work your way up and around to the surface. Now you can simply walk across the barrels and up the stairs to the next level. Jump in the opposite side of the pool,

and take a nice deep breath as you swim underwater through the long series of passages ahead. If the Hukworms pose a threat, try swinging your Cro-bar as you swim, welding it like a machete to slice through if they get too thick.

• When you arrive on Map 8B, your next goal is to get rid of the Ichtyosaur swimming in the pool below the Crossbow. You can either drop a few Sarthe Charges or detonating the rail when you see the first monster surface—or crawl up onto the cage and let it shoot a few Crossbow Bolts; either way kills it with zero risk.

• Once you've cleared the Crossbow, swim down and access the valve to open up the grille. Don't get nervous if you begin to run low on air, because you'll refill automatically when you resurface



Just hold on tight and stay aboard the rail car.



Shoot the lock on the cage to release these barrels.

Construction Area

From Chapter 2



To Map 8B

Experiment Area

Control Room

From Map 8A



NEW WEAPON: Crossbow

① After talking with the scientist in the room—adjacent to the small-walkway above the pool (the control room), simply walk out and drop into the cage to get the Crossbow.



② When you get it, the cage will drop into the pool of water, where you'll need to kill the Ichtyosaur quickly before exiting through the top of the cage.

8c Power Generator



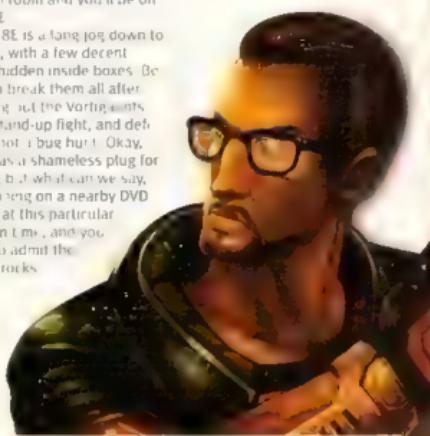
Almost Topside

- Run up the series of stairs, and you'll enter a very small room absolutely stuffed with Barnacles. Jumping onto the box to avoid them is a trap, so your best bet is to simply kill everything in the room with your Combat Rifle and then move on.
- In the next room, the only real trick is staying on the thin pieces of metal without slipping off into the murky depths below. Instead of jumping the gap with the broken electrical main, crouch jump the gap to the right of it into the small hole. Dealing with the slippery tiles is a pain, but very possible. If you don't make it on your first try, quickly swim to the ladder near the upper left hand corner of the map.

- After swimming through the short underwater passage, you'll be in the generator room. Hop on the power unit, quickly push the smaller of the two boxes off the metal ledge. Jump off right behind it and push it all the way into the corner. Climb up, and ascend the stairwell to Map 8D.
- Clear the control room of both Vortigaunts 'n Headcrabs and the scientist will open up the entrance to the coolant tank area. He will not open it up until every monster is dead. Make sure to keep on HEV Suit power before venturing off, as the extremely low temps of the coolant tanks will strip you of all of its power very quickly. Expect to lose from 20-30 points off your suit depending on how it takes you to get through. Descend the

ladder at the very end of the second room and you'll be on Map 8E.

- Map 8E is a long jog down to the lift, with a few decent items hidden inside boxes. Be sure to break them all after clearing out the Vortigaunts. It's a stand-up fight, and definitely not a bug hunt. Okay, that was a shameless plug for *Aliens*, but what can we say, it's hanging on a nearby DVD player at this particular point in time, and you have to admit the movie rocks.



With the box in place, simply crouch jump up to the ladder.



Access this panel to enter the coolant tank area.

8b Coolant Tanks



From Map 8C

To Map 8E

8e Tunnel Area

To Map 8F



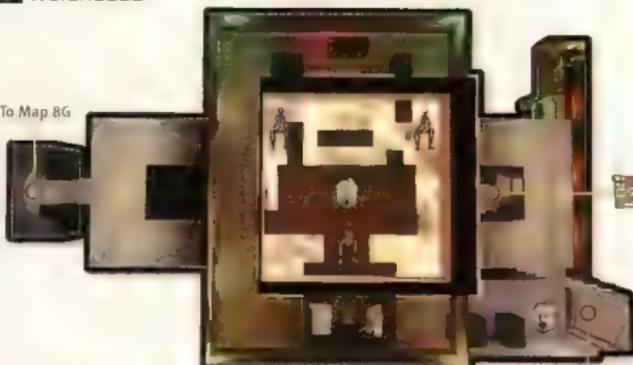
From Map 8E



Use the boxes as you strafe attack these Vortigaunts.

8f Warehouse

To Map 8G



From Map 8E



There's nothing you can do to save Barney...



Once detected, place a few Laser Mines in this hallway.



Break every box you stumble across inside the warehouse.

Super Troopers

- As you enter the warehouse, you should immediately know something's up when you see what happens to Barney. The best offensive tactic to use against Assassins is to place Laser Mines after being detected. When all three Assassins are dead, throw the lever marked "Surface Access" and exit the area.

Captured

- Not only were you caught and thrown into a garbage compactor (just like Luke Skywalker 'in the gang'), but you were also stripped of all your weapons and equipment. As the compactor activates, quickly climb to the top of the boxes using crouch jumps, and cross over to the other side of



8g Trash Compactor

the room to find your Crowbar. You only have a few moments to do so, so be quick. After the compactor is fully closed, you can drop down and smash through the vent in the floor. This will take you straight to Chapter 9.



Quickly climb the boxes and grab your Crowbar up top.



When the compactor closes, jump down through this vent.

RESIDUE PROCESSING

9a Entrance To Residue Processing

To Map 9B



Tunnel from Chapter 8

KEY

Unique to this chapter are the bold ORANGE arrows. These show you which direction you should be going as you progress through the confusing rooms of Residue Processing.



9b Pumping Station

To Map 9C

From Map 9A



Traversing The Plant

- After the apprehension and escape, you're left completely weaponless. It's stuck in what looks like the middle of nowhere. Worry not, because you soon be back in the tray with new weapons and a decent supply of ammunition.
- Walk your way over to the grain silo, and operate the valve to lower the grain bins. Quickly climb the ladder and jump, riding the grain until it reaches the tunnel to Map 9B.
- After getting the gmm Pistol from the silo, it's really challenging to me, you're going to have to climb the piston walls, make your way over to the small red-coated vent in the east side of Map 9B. Follow it past the steam hazards to the next piston, and make your way across the giant vat of hazardous waste, and into Map 9C.
- Swim underwater as far as you can go, through all the

small passages and past all the smasher bashers. When you resurface, it's time to collect some weaponry including the .357 Magnum and some Battery Packs. When you're ready to progress, throw the center track ever forward and stop the pistons with the piston power switch. Quickly jump onto the center conveyor and stay crouched as it pulls you on over to Map 9D.

- Map 9D is one large puzzle, basically requiring you to jump from conveyor to conveyor in order to reach the final destination. This isn't really a problem, but the jumps area bit of a pain and there's really nothing we can tell you except to keep trying. (Note: with a mouse and keyboard this is so much easier.) Follow our orange arrows if you're having trouble with which way to go. It's really not that difficult, but the arrows are there if you need them.
- The red-tinted tunnel will take you straight to Chapter 10.



There's nothing you can do to save Barney, but you can make the most of the situation and acquire his gmm Pistol if you follow him into the hallway.



Stay centered when you jump from one rod to the next (the edges are slippery as heck), and crouch jump into the tunnel leading to Map 9C.

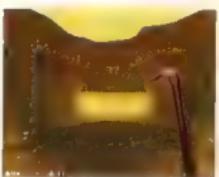
9c Disposal



Grab the .357 Magnum and the two Battery Packs. Also refill on health at the recharger.



These levers control which way the tracks move. Throw the center one forward.



Try and stay crouched if you're having trouble getting past a specific obstacle.

9d Conveyor Area



If you fall off any of these conveyor belts, you can always climb back up and try again.



You really need to hug the floor to avoid taking massive damage from this smasher.



Through this grinder lies a tunnel that leads up to Chapter 10.

QUESTIONABLE ETHICS

10a Experiment Labs A

From Chapter 9



NEW WEAPON: Snark

① In the second experiment lab, you'll find two small cages that are filled with Headcrabs. Open up the cages and activate the laser to rid 90 percent of them right off the bat, then follow up with your own Pistol to take out the last few.



② The first cage has the Crossbow in it, and the second cage has the Snarks. We think you'll find the Snarks not only as useful little creatures, but also slightly entertaining.

Alien
Grunt
Trap

From Map 10C

To Map 10C

From
Map 10A

Revolving Door
to Map 10D

10b Experiment Lab B

Making Discoveries

- As you emerge in the lab area, you'll be surrounded by Houndeyes and pounded to oblivion. So instead of doing that, stand below deck and toss in a Satchel. Charge to clear out the entire room in one shot.
- Your best offense against the Alien Grunt inside the glass tube is to plant a Satchel. Charge right in front of the unit before it breaks out, and capitalizing on its move will give you uncanny ability to see into the future.
- The experiment room is nothing more than a button click-and-go zone.

10d Laser Crystal Lab



KEY

Laser Crystal

The Entry Hall

- Although Map 10B looks complex at first glance, you can probably run through the entire thing in under five minutes. Start off with a bit of combat in the main entry hall, working your way to the second experiment lab where you'll find the Crossbow and the Snarks.
- When you get to the Alien Grunt trap, here's a simple and effective method for getting through:

① Run upstairs into the small hallway on the west end of the room

② Shoot the Laser Mines from above

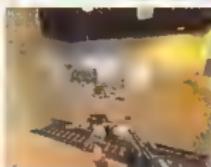
③ Stay hidden, and the human Grunts will bust in with guns a' blazin', pretty much taking care of the who e situation for you. Of course, make sure to mop them up after the fact



If you're smart, you'll stay hidden while the Grunts and Bullysquids duke it out. Wait a few seconds before entering.



Make sure to activate all four of the crystals before trucking on over to the main control room.



Upon storming the latter half of Map 10C, you'll meet some human resistance. Nothing the Shotgun can't handle.

- With the end of the hallway just a walk through the next few hallways, end up the day on Map 10C.
- Upon first entry, you'll come across a tank full of the Tau Laser Crystals, and the Grunts. After about ten seconds, their presence is known with a few Shotgun rounds. Clean up whatever's left, and quickly dash into the Tau Cannon. Once you're red, you'll need to activate all FOUR laser crystals, clearly marked with number cons in

our maps above—before making your way to the center of the control room, which is inside the control room.
• Inside the control room, push the box underneath the platform to the left so that it is close to protect it when behind it. When you activate the laser, it will blow a hole through the wall and grant you access to the trapped scientists below.



Make sure to push the box as shown in the picture above before you activate the main laser.

NEW WEAPON: Tau Cannon

- ① As you approach the first hallway that branches north, you'll hear a faint discussion between a scientist and a security guard. Within five seconds, a large explosion will occur and reveal a new doorway. Make SURE you're clear of the wall near the explosive crates, or you'll sustain heavy (and unnecessary) damage.



- ② After the explosion, enter the room and you'll see the Tau Cannon sitting on the floor in between some bones and chunks of meat. Just around the corner in the next laser crystal room, you'll find even more ammo for it.

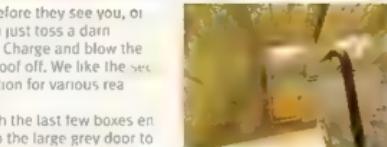
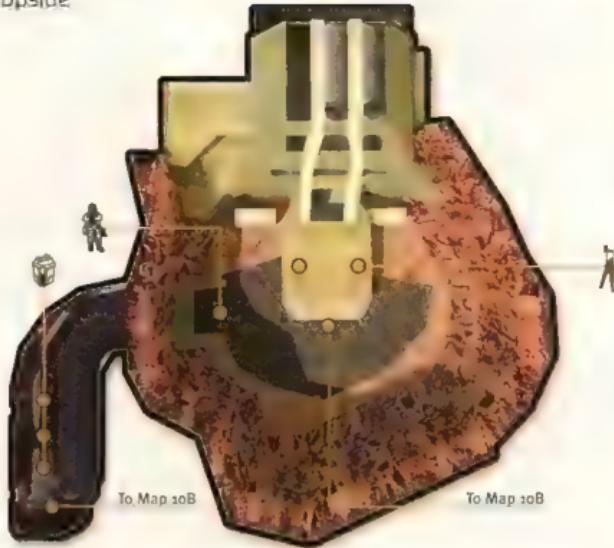
• The room with the rotating death blades isn't all that difficult to get through. Just time the blades and sneak through. When you get to the other side access the keypad and shut the blades down when they're off to the right or left side. You need to keep the center aisle clear so you can walk one of the scientists in the previous room back with you.

• Grab any one of the three scientists and run all the way back to the main entry hall of Map 10B. When you reach the foyer area, the scientist will access the security panel and unlock the main doors for you. It's up to you if you want to leave him as a witness to your survival or not.

• When you pass through the revolving doors you'll be topside for the first time in a great while, but as usual, it's not without its hazards. A quick turn around the first corner with your Shotgun should take care of the guard, but make sure not to veer too far away from the building itself or you'll be picked to pieces by the two Gun Turrets on the roof. You can either back up slowly and attempt to snipe

them before they see you, or you can just toss a damn Satchel Charge and blow the whole roof off. We like the second option for various reasons.

• Smash the last few boxes en route to the large grey door to find some much-needed Battery Packs. When you're ready, pass through to enter Chapter 11.



After blasting a hole through the wall with the laser, use these boxes to climb down.



Bring the scientist back, and he'll unlock the revolving door that leads topside.



Dash through these meat-mincing blades of death and turn the machine off.



Once outside, check your corners for enemy Grunts. Don't veer too far away from the ...

Get first attack on the Gun Turrets placed on the roof.

And finally, the shaft on Map 10D that leads to Chapter 11.



SURFACE TENSION

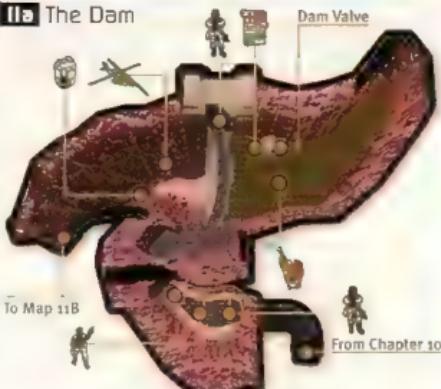
The Dam

Note: Although it seems like we're approaching the end of the game, you really don't have to worry about ammo, health, or conservation in this chapter. Why? Simple... because toward the very end of this chapter is a weapons cache that completely refills ALL of your weapons' full capacity. So don't be afraid to shoot stuff!

- Flying... start off with a bang, dropping you into the middle of a firefight with some human Grunts. Take them out as fast as the explosive canisters placed around the area. When it's clear, you'll need to move to the dam area and bring down the Apache Helicopter.

- Climb the tower and turn off the tanks with the dam valve, then hop in the water and take out the Ichthyosaur below. The Crossbow works the best, and don't be afraid to use two or three bolts to take them out. When you're ready, swim below and turn the tanks to open up the valve so that it leads to the westernmost part of the map. Swim downstream and eventually enter the pipe to Map 11B.

IIa The Dam



Be swift with your Crossbow and take out the Grunt from across the dam.



Have your Crossbow ready to take out the Ichthyosaur.



If possible, try and shoot the explosive canisters to take out enemies held up behind them.



If you walk out too far, this cannon emplacement will rock your world.



After shutting down the fans, turn the valve and swim through to the other side.

HELICOPTER ASSAULT [Key Tips]



1. **Gettin' In Position**
This key is attack position. Fight from this position, making sure the Apache is flying away from you and not toward you. Use the sounds of the rotor to your advantage.



2. **Success!**
When you're ready, switch to your Tau Cannon and begin charging a supershot. One of these combined with a few standard bullets will take it down in a jiffy.



3. **Don't Go Handin'**
Whatever you do, don't attempt to climb the tower, with the chopper still out in the clear. You'll find out pretty quickly just exactly what Hellfire Missiles taste like.



4. **Hoving Above the**
Not only will the Apache follow you through the gully of Map 11A, but it will follow you to Map 11B as well. All the more reason for taking it out now.

IIb Storm Drain Control

From Map 11A



This ledge full of bonus goodies can only be reached with a crouch jump.



After clearing out the Grunts, turn this valve to open up your escape hatch on Map 11C.



The entrances and exits to the entire area are well hidden like this one.



You can sneak up and grab the goodies next to the Tentacle by crawling



Once past the minefield, hop from this ledge over to the hatch that leads to Map 11D.

Storm Drain Switch



To Map 11B

Cliffs 'n Caves

- Your main goal for Map 11B is to get to the storm drain switch and activate it. Obviously, you'll want to accomplish this by taking as little damage as possible, so it's a good idea to have a save game on standby. There's minimal map resistance next to the switch, so a stand-off fight shouldn't pose a real problem. When it's open, head to Map 11B.

- The area with the Tentacles is purely optional, and we suggest you avoid it unless you're extremely low on health and/or you've got nothing to lose. Check out map to see exactly what's there.

- And as for getting to the storm drain hatch itself, you can either use grenades to clear a path straight to the exit, or crawl around the northern edge of the room and avoid the mines altogether. Hop in the hatch to Map 11D.



If you're good with crouch jumping, hop on over to this nearby ledge and grab the Battery Packs, Health Packs and bonus ammunition.

IIc Minefield

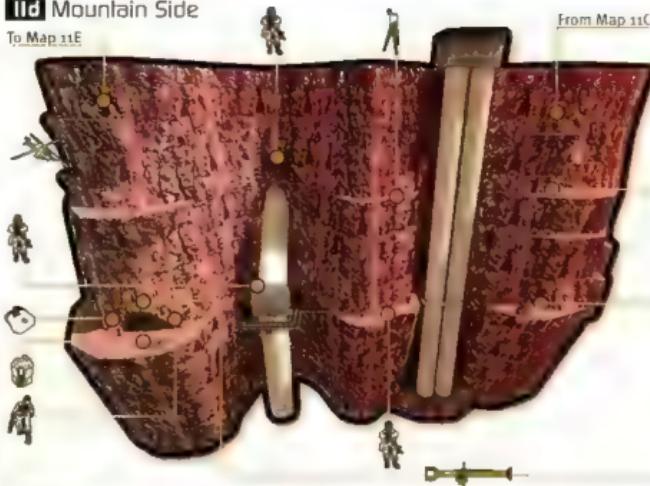
To Map 11D



From Map 11B

11d Mountain Side

To Map 11E



From Map 11C

NEW WEAPON: RPG Launcher

① Toward the very end of this map you'll find a small alcove guarded by a shotgun-toting Grunt. Whack him silly with your arsenal, then enter the room behind him.



② You'll find the RPG Launcher along with some extra rockets as well. We suggest you make a save game right before you fight the Apache outside of this room.



The ledges are thin so be sure to press against the wall.

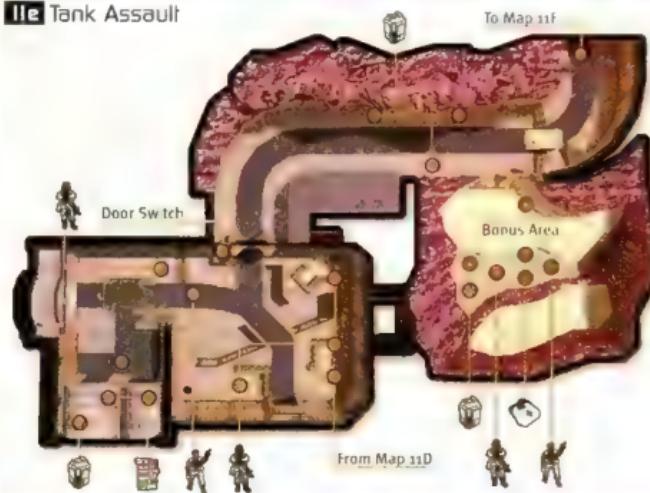
Dangerous Situations

• When you emerge from the pipe, try to scout the area below with your Crossbow and take out Grunts from afar. Grab the RPG Launcher, and immediately exit the cave and engage the Apache. Two direct hits should pretty much demolish it, at which point you can climb the last few ladders and escape to Map 11E.

• Taking out the Tank on Map 11F is so much easier if you pop out from the pipe right behind it. Just throw a few Satchel Charges up on the turret and it's toast. When the area is secured, hit the door switch and take out the Rocket Tank with your RPG Launcher. If you need extra RPGs, don't hesitate to dash back and grab some from the ammo depot area.

When you're ready to proceed, take the path down past the Rocket Tank and open up the sliding door to Map 11F

11e Tank Assault



To Map 11F



Emerging from this pipe lets you arrive unnoticed.



If you need HEV Suit power, explore this bonus area.

IIf Ordnance Storage Facility [Exterior]



Make sure you destroy the generators before climbing, or you'll be electrocuted.



Smash the boards off the front and back of this box and pass through it.



After pushing the box into place, jump down onto the box and then the lift.

To Map 11G



From Map 11E

Puzzling Paths

- Map 11F is really just another floor of the map. Enter the lift in order to reach the roof. Try using Grenades to set off the Laser Mines ahead of time, and also

to take out the snipers tucked away in the wires. Take the Alien Grunt to the other side of the bridge before entering the lift to avoid the generator before climbing up the broken pole to the roof. Once you're up, walk around the edge. I

follow the vents) and drop down through the hole to enter Map 11G.

- The trick to getting through the sequence is to follow our flow below. Check out this minipicture bar that shows you exactly how to get through



NEW WEAPON: Hivehand

- After carefully maneuvering past the laser wires upstairs, take the lift down to the lower level.



- As soon as the lift touches down, you'll see this awkward weapon lying on the ground near the crates. Grab it to collect the Hivehand, the standard weapon of an Alien Grunt. The best feature about the Hivehand is that it never runs out of ammo!

From Map 11F



To Map 11H

IIg Ordnance Storage Facility [Interior]

III Weapons Storage Complex



To Map 11I



Weapons Cache



From Map 11G



Use your RPG Launcher combined with the strafe attack method to hit this Tank.



Ahh, the precious weapons cache that you've been waiting to find the entire game.

Weapons Cache

When you first enter this area, stay back and let the Government Aircraft bomb the crap out the Alien Grunts. When it's clear, the Tank will roll in with a few Grunts, and you'll have to take them out. After it's clear, walk inside the center complex and the

Security guard will open up the weapons cache for you. Stock up on everything, then exit through the window and cross to the other side of the street. Hop down the beams to access Map 11I.

- We suggest you simply run straight for the cannon... avoiding the Osprey, Grunts and Alien Grunts altogether

Open up with the shotgun and clear a path to Map 11J by blasting a hole in the wall as pictured below. Remember that it has unlimited ammo, so if you can blast an entire wall there's nothing more to do than the entire screen. This is going to take some time to start having ammunition.



Hop out this window but stay on the ledge. This is what leads you to the next building.

III Landing Field



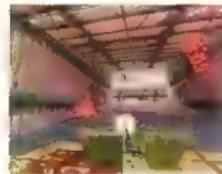
To Map 11J



The Osprey is here to suck your freshly resupplied ammo source down to nothing.



Use this cannon to blow a hole in the wall, opening up a passage to Map 11J.



As soon as you round the corner, get on and STAY on this .50 caliber machine gun.



Use the large pink globs as jump-pads which boost you up to the next level.



When the Grunt throws the Satchel Charge in the pipe, quickly hide underwater.



Have the Shotgun ready to go when you hit this sequence.



Barney will open the door that leads to Map 11L.

IIj Gun Emplacement



Nearing Lambda

Map 11J is basically one huge battle, with no less than 25 Vortigaunts swarming around it. If you can't see them all, try to keep in mind where they are. Remember to stay on the roof if at all possible, since Vortigaunts hate water. When they attack, quickly jump off

the roof, and drop down on them from below. At the Grunt is taking on the two human Grunts. Break the vent and then drop down. If you need to bash through the walls of Snarks, do so.

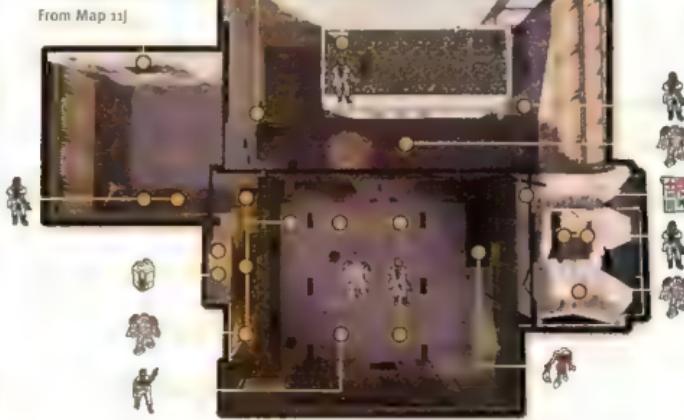
For a final bit of advice, if you're really afraid of the Vortigaunts, just go back the way you came. They'll follow you.

him, you'll need to first clear out the area with him, and then the outside area so that there are NO visible threats when you finally return to this area. When you're ready, hit the jump pad to the roof and enter the building through the vent. When you find the security guard, run along the floor until you find the two locations for you.

IIk Warehouse

Door to Map 11L

From Map 11J



To Security Guard

Containment Area

• As you enter Map 11L, you'll be greeted by the not so friendly yet fresh and eventful Gargantua. As it smashes the two Grunts with the car, you need to make your break for the western end of the parking garage and enter the Containment Area.

• The Gargantua will follow you, but you should have enough time to get up to the coordinate controls and call in an air strike to take care of it in order to do this safely, you'll need to recognize that the small green man on the controls happens to be the exact layout of the room you're standing in. If you call in an air strike right toward the middle of the ramp structure, the Gargantua will walk right into it and fry itself.

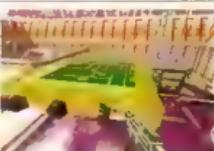
• With the Gargantua gone, you can maneuver the controls to the northwest corner of the room and drop two sets of bombs where we have the markers on the map. You'll know you hit the right spots when the barriers are blown to bits.

• Make a running crouch jump from the top of the ramp over the gully, and enter the hall way to Chapter 12.

III Parking Garage



From Map 11K



Upon first entering the area, you'll see two Grunts being smashed by the Gargantua. This is your cue to run like hell!

Use the jump-pads to get on top of this control station. The Gargantua shouldn't be far behind, so you'll need to get the coordinates in quickly.

We usually call the first air strike right next to our location, predicting that the Gargantua will walk right into the explosion. It never fails.

III Containment Area

From Map 11K



Air Strike Location

To Chapter 12

Coordinate Controls



With the Gargantua out of the way, take your time setting up the proper coordinates to clear the barriers away from this bunker.



Once you've blown the doors off, make the jump and follow this hallway down into the Lambda Complex. This will take you right into Chapter 12.

FORGET ABOUT FREEMAN

Fun With Turrets

As you enter, you'll be slammed with a somewhat simple puzzle. Enter the station. Use our chart below to get through it with no problem. Afterward, make your way through the vent and into the control room.

- The best method for getting through this area is to kill the security guard, then quickly activate the Gun Turret and run to the next area. Whatever spawns in the room with the turret will be taken out immediately, sending you tons of ammunition.
- From this point you can either go for some optional ammunition and health, or you can go straight for the hatch and enter Map 12B. Unless you're approaching critical levels in health and ammo, go straight for the hatch.
- If you do decide to get the goodies first, make sure you realize that each little critter can destroy houses 3-5 marks each. Not too big a threat by themselves, but if repeated smackdown can take it...

I2a Entrance To Lambda Complex

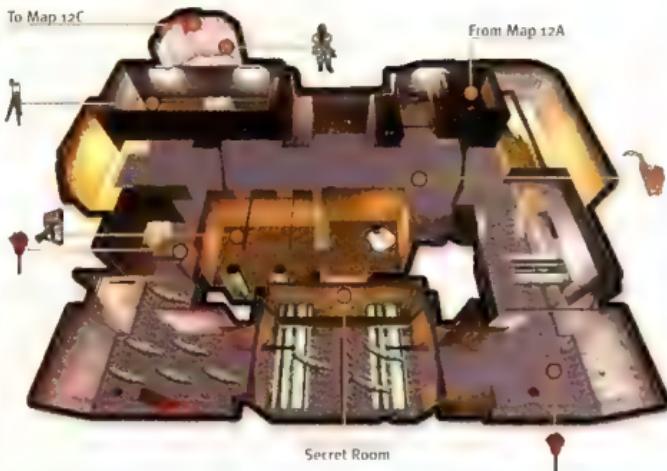
From Chapter 11

From Chapter 11

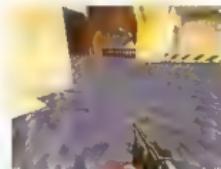


I2b Underwater Passage

To Map 12C



Nudge this box into the water, then use it as a floating platform to get to the other side.



You can avoid the Icthyosaurus altogether by simply hopping to this small ledge.

Gordon The Aquanaut

• Push the steel box into the water, and it will float down stream, enabling you to use it as a platform to jump over the grate. When you get to the larger pool of water, jump past the Ichthyosaurus from ledge to ledge, then continue swim

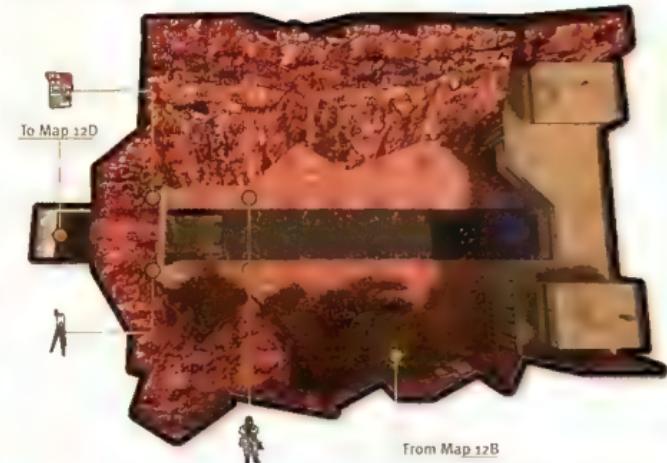
ming underwater past the gears and to the steam pipes. If you climb the pipes you'll find a secret room with an HEV Suit Recharger. When you're ready, continue on and climb the ladder to Map 12C.

• Gun down the two Grunts guarding this elevator area, then equip your RPG. When it's

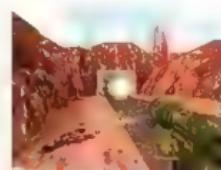
clear, take out the Tank with a few rockets, remembering to use the rocky formations as shelter from the Tank's rounds. Toss a Grenade in the elevator foyer area (taking out the Gun Turret), then jump on and head to Map 12D. Although it seems complex, there are no secrets here.

I2c Topside Elevator Access

To Map 12D



Close-range Shotgun blasts never fail to destroy a Turret.



With the supply of RPGs nearby, it's time to strafe 'n launch!



That green stuff leaking all over the floor is bad news. Try not to bathe in it.



Swift, silent and deadly. The Crossbow takes out guards with no chance for detection.



Activate the main controls of the Tank to blow a hole through the wall.



Quickly get on that .50 cal and begin shredding. Don't let up!



Let the aliens and humans rumble before jumping in.

12d Mechanized Repair Facility



The Assault

- When you get off the elevator, you'll notice some greenish colored goobly gook which just so happens to be toxic waste. If you can, try to grab the Battery Pack without touching this goop, or you'll lose small bits of your precious HEV Suit power.
- When you approach the repair facility, it's best to quickly pop in the room and then retreat behind the wall. The battle between the human and Alien Grunts will ensue. Both of them basically pound each other into oblivion. When you re-enter the room, use care of whoever's left before climbing aboard the Tank.
- Activate the main controls of the Tank and fire a cannon round into the wall up ahead. This will create a passage to the imada core, but it will also open up a massive influx of alien enemies. Jump on the adjacent .50 cal machine gun and open up on the hallway where the portals are glowing. With a little luck, you'll take minimal damage and take out every single enemy without wasting any of your precious ammunition. Don't forget to break the boxes before you leave.
- The far-away outside is heavily guarded by three Alien Grunts and a Rail Cannon. Hit the Rail Cannon first, pounding it with RPGs until it's no more. With the hallway clear, you can proceed through the next two doors and into Chapter 13.



The Alien Rail Cannon should take no more than two RPGs.



When it's clear, access the keypad and enter Chapter 13.

LAMBDA CORE

Entering the Core

You'll be on your own by activating the lift switch and then riding it down to the loading area below. There's roughly a five-second delay before it starts moving, so don't panic if it doesn't start right away. Work through the hallway to the whatever map you need to go after the wacky alien scientist.



Let the Bullsquid take out at least one or two Headcrabs before killing it.

NEW WEAPON: Gluon Gun

Although Valve won't officially comment on the inspiration behind the Gluon Gun, it seems to us like there's a bit of *Ghostbusters* action going on there. Notice the similarities of the pack, rod and beam? Wacky fact: On the PC version of Half-Life, it's labeled as "weapon_Egon" in the cheats menu. Don't cross the streams!



① You'll find the Gluon Gun inside the test firing chamber right around the corner from the scientist's chamber on Map 13B.

13a Hazmat Handling Bays



- There are four Assassins inside, all of which can be dealt with in the normal fashion. Either use the Laser Mine trick that you've mastered in the past encounters with Assassins, or jump enough times in point-blank combat with your Shotgun. When it's clear take the lift to Map 13B.
- Blast through the waves of Alien Grunts and make your way over to the locked security door near the adder. If the scientist doesn't unlock the door then you haven't cleared out the room. Once inside, hell let you through to the test firing chamber where you grab the Gluon Gun.



- Use whatever means necessary to kill the four Alien Grunts guarding this area. When it's clear, the scientist will open up the door for you.

13b Lab Entrance

Activating the Reactor

- When you get off the lift, you'll be greeted by both Alien Grunts and Vortigaunts that just happened to want nail at very moment. (Note: This continues throughout the entire map, so stay on your toes, and don't get too comfortable.)
- Your first goal is to head down to pump stat 01 and activate the power switch. Try and use weapons like the Crossbow, and even the



The two coolant areas that lead to the respective pump stations pose quite a health threat. Make sure to go in with your best weapons equipped and a plan to retreat if things get too hot. It's nice to have a spare saved game ready as well.

ovenant when dealing with enemies on the way. You'll know you're located when you see the station light up.

- The second goal is to activate pump stat 02. It's located on the opposite end of the map but requires the very same techniques. Just go east your way through structures and finally switch it or

- With both pumps activated, head back and refill on ammunition and health in the small room that's between the two access. With a full health bar and a good stock of ammunition, jump down into the pool. You'll notice that there's a hole that reads "Waterstanding Area". This will bring you right into Map 13B, where the reactor is located. When you press the two coolant valves will be completely closed and you'll need to open them up. With both valves open the water level will raise high enough for you to climb up using one of the ladders. Exit the area by climbing to the top (avoiding the electricity), and take the lift to Map 13F.



If you can sneak in and clip the two Alien Grunts with your Crossbow, you'll go unnoticed and escape with zero damage taken. Don't use more than five Crossbow Bolts to get through.



With both of the pump stations switched on, head back to the main reactor access and jump down into the pool. Swim through this passage and...



Opposite of the main reactor access is a small room full of health and ammunition. On the way, you'll also bump into Barney, who can help out if you let him tag along.



...you'll eventually make your way to the two underwater flow control valves. Crank both of them into the "on" position, and the water level will rise up to ladders above.

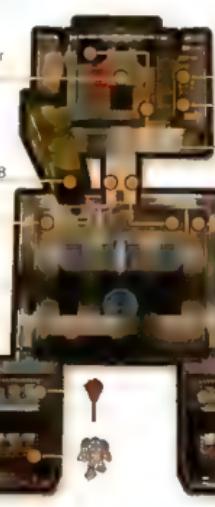
13c Reactor Coolant & Maintenance



Pump station 02 is the easier of the two pumps to activate. There are less enemies guarding it, and there are more goodies to be had.

Main Reactor Access*
*to map 13D

From Map 13B



You'll encounter heavy Alien Grunt resistance on the way to pump station 03. If you can avoid anything without taking damage, by all means do it.



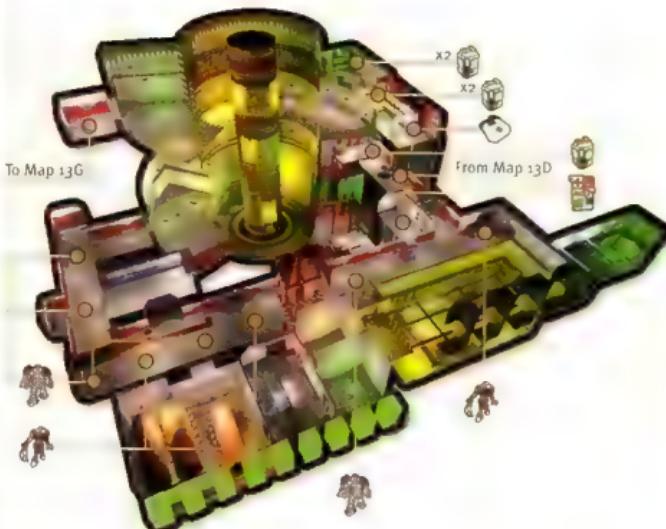
13d Lambda Reactor Core D

Elevator to Map 13E



The beams can be avoided with simple timing. Learn the pattern and watch for openings.

13e Lambda Reactor Core E



This is the first group of portals that leads you up into the final reactor core. Whenever you make a wrong turn, it leads back to this very spot.



Some of those so-called "wrong turns" actually have some decent items hidden inside them. Make sure to check the areas thoroughly.

PORTAL HOPPING

Refer to the list below to see where exactly each portal goes, and/or what it does. If your goal isn't to explore all the good and bad ones but to just complete this area, then hit all the portals colored in ORANGE. This will take you directly to the next map.

- [Yellow] Takes you inside the reactor past the fence.
- [Yellow] Brings you up to the next level.
- Portal 3: Room with batteries, health and ammunition.
- Portal 4: Brings you up to the next level.
- Portal 5: Scientist room with ammo and health.
- Portal 6: Drops you into a room, taking severe damage.
- Portal 7: This one takes you to Map 13f.
- Portal 8: Room with HEV Recharger.
- Portal 9: Kills you no matter what you do.

Note: The portal at the very top of this tower (after you complete Map 13f) brings you back down to Portal 1!!



With both switches activated, the blast shields will lower and enable you to jump inside the center core.



After climbing the ladder to Map 13G, pull a "John McClane" and leap across the elevator shaft into the hallway.



Before heading into Reactor Core A, make sure to fill up on goodies and also grab the Long Jump Module.



Keep the Xen Masters from hurting the scientist.



When the scientist gives you the go ahead, jump in!

13f Lambda Reactor Core B



The one thing to remember when navigating this room is NOT to move quickly. Jumping around like a nut will only have you drinking toxic waste. Instead, stay off the first group of platforms and leap out on to the elevating ring toward the center for maximum effectiveness.

Portal To Another World

- Getting through Maps 13E to 13F is a bit cumbersome. You're going to have to climb ladders and cross the map's shafts. But if you use our numbered portal list as you're playing through it, you'll see how it's done. When you get to the top of the portal tower, enter Portal 2 to get to Map 13F.
- Your object on Map 13F is to activate both blast shield buttons and then hop into the center module. When you do,

you'll be warped back to Map 13E. When you travel to the platform on Map 13E, avoid the warmer portal AT ALL.

- STS: All it does is send you back down to Portal 1 and make you start all over again.
- Head up the ladder and pull a *Die Hard* across the elevator shaft to enter the hallway. Make sure you're all the way at the top of the ladder before jumping. The scientist will unlock the glass door, giving you access to the weapons cache. Rehill on EVERYTHING.

before you head out into Lambda Reactor Core A. This is your last really good chance to fill up.

- Basically, you'll need to keep the Xen Masters from killing the scientist who's opening your portal. We found it best to stay close to his little stash, picking off whatever came close. When he tells you to "Go!" you need to immediate y jump through the portal and into Chapter 14.

13g Lambda Reactor Core A



Note: Xen Masters will re-spawn until you've protected the scientist long enough for the portal to open.

XEN

A Different World

- In the world of Xen, you'll notice a few things are quite different from the way they were in Black Mesa. This starts with the big three:

- ➊ The gravity in Xen is considerably less. As such, you'll be able to jump much farther than usual, with your normal jumps. And with the Long Jump Module you'll be able to make incredibly long jumps!
- ➋ There are no more Health or HEV Suit rechargers. The aliens don't use 'em, so what did you expect?
- ➌ Any human adversaries you fought in past missions are no longer a threat. From here on in it's 100 percent alien enemies; a bug hunt.

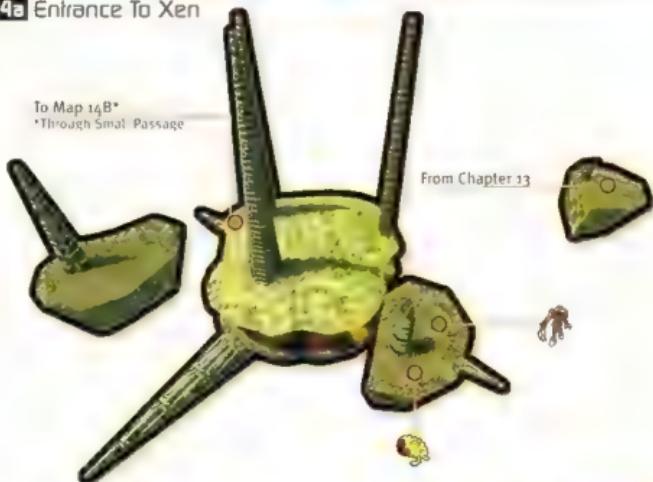
- Getting from platform to platform is easy with your Long Jump Module. When you get to the third platform, you'll need to look below for the rock discs. Work your way down from disc to disc, taking your time and making sure not to misjudge a jump.
- When you get all the way down, go to the edge and walk off to one of the glowing alien structures. Climb up and enter Map 14B through the hole behind the healing pool.
- Inside Map 14B your goal is to activate all three crystal platforms. Smash the small grate with the firefly creatures on it, and they'll activate the crystals for you. With all three activated, the portal to Chapter 13 will open.



Use your Long Jump Module to get from platform to platform.

14a Entrance To Xen

To Map 14B*
*Through Small Passage



From Chapter 13

14b Inside Portal Area



Once inside this area, you'll approach three small crystals that are activated with the "Use" button. With all three of them activated, smash the small grate around the little firefly creatures. After a few seconds, they'll fly into their respective slots opening up the portal to Chapter 15.



Remember the gravity is much more "floaty," so you can walk off instead of jumping.



Don't forget about the limb-like structures protruding out from the mainland.



The entrance to Map 14B is very easy to miss. Look behind the healing pool for it.

CONARCH'S LAIR

Fighting the Gonarch

Your only goal in Chapter 15 is to defeat the Conarch. Use the stat chart along with the numbered walkthrough (below) to help you defeat him.

Enemy Stats

Name: The Gonarch

Health: 3,150

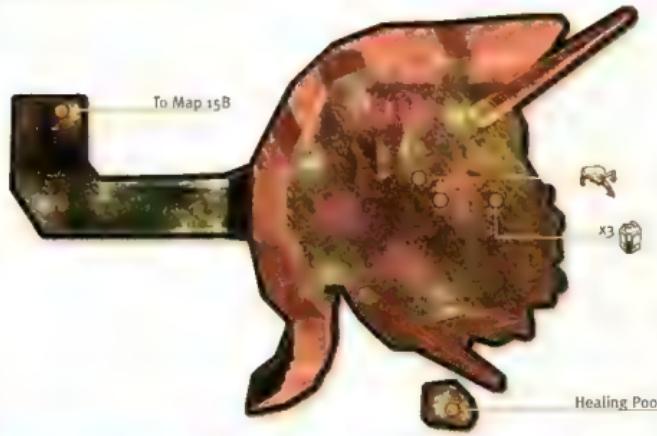
Damage Dealt (kick): 60
(acid): 120

Movement Speed: Average
Speed of Attack: Average
Rate of Attack: Average

Prime Weakness:

Attack the eggsac, using a variety of weapons so as not to waste any one type of ammo in particular. The key to winning this battle is ammo conservation, weapon selection and smart strafe 'n dodge techniques.

15a Gonarch's Lair A



Phase I

- Immediately upon starting this area you'll be thrown into combat, so it pays to have your strategy setup before you even enter this level. As such, it helps to read this section before fighting. Have a save game ready in case you screw up (which you will).

- First, make sure you have a decent array of weaponry to start with. You're going to be using a little bit of everything here, mainly because it's a VERY bad idea to run any one type of ammo all the way down to zero. On the flipside, don't be completely afraid to use your best and most powerful weapons like Combat Rifle Grenades, Satchel Charges or even your coveted RPGs to get past its first mode.

- The secondary Tau Cannon is without a doubt the most powerful and effective attack against the Gonarch. One full powered blast directly 'toto the eggsac will send him running. Just remember that you have



Hide behind these formations if you need a safe haven.

only 100 cells (max) that you can play with, and there's still two more phases after this one due with.

- Again, if you haven't already noticed, its eggsac is the weak spot. Never aim for the protective shell or legs because they are virtually invulnerable to any attacks.



One supershot with the Tau Cannon sends it running.

- If you start getting swamped with mini Headcrabs spawned by the Gonarch, it means you're working too slow. The longer you take to dish out damage, the more time it has to spawn mini Headcrabs. The one thing you can do to kill them is to put into a crouch position and do 360 degree



En route to Phase II, make sure to stop and get these items.



If you take too much damage, long jump to this healing pool.



Leave these Battery Packs until the END of Phase I.

- spins as you swing your Crowbar. You'll take minimal damage while killing every single one of those little buggers.
- When you deal enough damage, the Gonarch will run into the cave and progress into Phase II.

- One of the best techniques to get through this chapter with the least amount of damage taken and the most ammunition saved is to simply play it twice in succession. Granted, it's a tough fight, but if you don't come through this battle with a decent supply of ammo you could be in big trouble for Chapter 17.

Phase II

- There's a cave-in as soon as you pass the halfway point of this hallway, so there's no turning back. On your way in, make sure to collect all items and Battery Packs. With no place to hide, the key to this phase is dealing out massive damage quickly. And since it's such a confined space, Satchel Charges and Grenades should do the trick. Three of each combined with some rifle fire should get it running into the small chasm below.
- When it hops over the edge, try and get a few Grenades underneath it before you follow. You'll know it's severely weakened when you see it enter the running animation. It won't be able to move on until you drop down. If you accidentally dropped down immediately, you'll see how it quickly smashes you into a pulp.



A well-placed Satchel Charge does massive damage to the underside of the Gonarch. A few of these gets it running.



When it drops down into this chasm, don't follow. Instead, drop three to five Grenades to weaken it before descending.

15b Gonarch's Lair B

From Chapter 13

From Map 15A

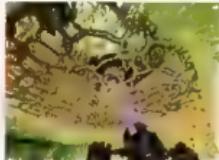


Note. If you walk on the center "grated" area, you'll fall to your death. Please don't do that. ^_^

Phase III

- If your health is solid and you've saved some coils for the Gluon Gun, this phase should be the easiest yet. Get underneath the web-like floor structure and blast directly up and into the eggsac with something powerful. The Gluon Gun really shines in this sequence. It's going to take quite a bit of damage to get the Gonarch to drop down to the floor near you, so keep it concentrated for a good five to six seconds.

- When it does drop down, immediately switch to your Combat Rifle and finish it off with the Grenades. You should have at least five left, and if not, go ahead and pick up the Ammo Pack near the Battery Packs. When you see it begin to collapse, get off and immediately go into a crouch position with your Crowbar. This will take care of the minor mini-Headcrabs that are chippering away small bits of health. Before you enter Chapter 16, refuel at the healing pool inside the exit passage.



The Gluon Gun really rips this phase up. If you've got a solid aim and can hold the beam on target for about five to six seconds, it's all over for the big G. Make sure to collect the goodies before leaving.



When the Gonarch finally crumbles, its body will create a passage to Chapter 16. If you can catch the small inner ledge of this passage before entering the portal, you'll be treated to a bonus healing pool.

15c Gonarch's Lair C

From Map 15B



To Chapter 16



Note: The Gonarch's dead body is what creates the passage to Chapter 16. So like, you can't go until it's dead

INTERLOPER

Dangerous Heights

After finding the secret passage and riding the pedestal to the top of the area, you'll basically need to walk your way down using the various floating platforms. When you have access to one of the alien planes, jump aboard and ride it straight to the exit.

Caves 'n Caverns

Map 16C is a straight shot to the exit, with the only real problem being the Gargantua in the center cave area. If you have the will, you should probably stock up on a lot of Warped Battery Packs. The trick to avoiding the Gargantua is to take it out and hide where it can't see you. Use the small alcove right above the main entrance, or if it's walking toward you, when you see the opportunity, quickly jump down and dash for the exit.



After crawling all the way to the end of the secret passage on Map 16A, you'll find this wall. Knock it on with your Crowbar and the pedestal will lower itself. Climb in and you'll have access to the highest point on the map!



The trick to sneaking past the Gargantua is to hide in the small alcove up above this cave. (See brown circle.)

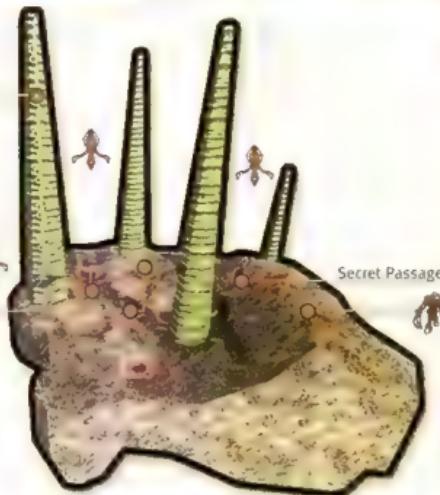
16a Alien Terrain I



The real key to this map is riding this pedestal marked on our map. Once you're up here you can use the alien airships to get to the exit.



To Map 16B



16b Alien Terrain II



Healing Pool



To Map 16C



From Map 16A

Healing Pool



x3



x3



x3

16c Manufacturing Area I

From Map 16B



To Map 16D



Don't break open any of the Alien Grunt Tanks when exploring this area.



The key is to press as far forward as possible so as not to fall into the liquid.

Aliens At Work

• The key to Map 16C is to not fire at any of the Vortigaunts. As long as you don't hostile them, they won't hostile you. Use the telescoping platforms to get up to the conveyor belt, and ride it over the edge. This will take you right into Map 16D

• This map is one huge fire-fight from start to finish, but your main goal is to save your heavy-hitting weapons for the important boss battle ahead. Try and get through using as many Laser Mines, Satchel Charges and Grenades as possible, mainly because those weapons are completely useless against the final boss. Once past the tubs and tubs of Alien Grunts—for which those

Satchel Charges work wonders—simply crawl into the small red vent and work your way to Map 16E. The Xen Masters usually pose most of the problems here, so keep your Combat Rifle handy, making sure not to bring it down to crawl level or mire even. Any of the three holes in the red vent leads to the same place

16d Manufacturing Area II



From Map 16C



Get a few Satchel Charges in place before you light up this hallway.



Any of the three vents in the picture above leads to Map 16E.

16e The Shaft



The secret passage on this ledge leads to an entirely new area filled with goodies.



Although you'll face more than a few Alien Grunts, the benefits in this secret area payoff.



Use these rotating platforms to ride all the way up to the top of this shaft.



After riding the second platform, make a leap toward this portal to get to Map 16F.



When you're ready, take this portal to the Nihilanth.

From Map 16D

Secret Area

X3

Vent to Map 16f

16f The Final Approach

- Map 16E is another all-out brawl, but this time it's a surprise! Almost the percent Xen Masters. The most important thing to know here is that they don't appear to re-spawn no matter how many of them you destroy. Sure, they'll go away for a few seconds and you'll think you've killed every-
an

one of them. Of course, a few seconds later they're throwing their goofy little fireballs right back at ya. If you've received your Combat Rifle, aim right up at them to save yourself some time to blast them. As you're working your way up the telescope platforms, just make sure to go a little above your head for a chance to see what's check for Xen Masters.

- Don't forget to stop off in the secret area to do some refilling before heading to Chapter 17. You'll find ammo for every weapon you've got, along with plenty of Health and Battery Packs on we
- Map 16F is really not a problem. After a short hippity-hops and you're in Chapter 17.

16f Portal To Nihilanth

To the Nihilanth



From Map 16E

NIHILANTHE

The Final Battle

Note: This area doesn't have a map because 99 percent of this area takes place in one room. Please check out the section below for information on relating to the various chambers as a result of the Nihilanth's teleporter attack.

- We're telling you flat-out that this will take all the hard work of finding it how to kill the Nihilanth on your own, but then again, that's what this section was designed for. Let's get to it!

TECHNIQUE

- The first thing you'll need to do is to destroy the three golden crystals as depicted in our picture to the right. This cuts off the Nihilanth's ability to teleport. Second, you're going to start plowing into his forehead area with the best weapons you've got. Let loose with your RPGs, L-2 Mammum, Crossbow, and especially the Tug Cannon; it's really just a

Enemy Stats

Name: The Nihilanth
Health: 800
Damage Dealt (energy ball):

	Mono-Score	Attack + Armor
Volley Fx	100	100
Fire	100	100
Aura	100	100
Stun	100	100
Volley Sx	100	100

pummeling fest until you see its head open up from the top. When it does this, it's time to hit the jump pads and take energy shots from above. A few moderately powered shots, or one mighty damaging shot will finish the creature off for good.

You know you've won when you see the Nihilanth's torso in its final explosive iteration. Give yourself a pat on the back for a job well done.



There are three of these "healing crystals" hanging from the walls in the main chamber. Destroy all three before attacking the creature itself.



On the upper ledge of the main chamber you'll find a healing pool. Note: You can't take major damage in this room because of the water, so in this position.



The standard energy ball attack is easy to dodge using the larger pillars scattered throughout the chamber. Just make sure to always stay close to one.



With the crystals gone, you can judge the Nihilanth's remaining health by the number of small orbs over its head. When it's very low, the head will peel open.

Teleportation Attacks

If you've at all mastered the art of strafing and hiding, you can complete this entire battle without being hit by one of the Nihilanth's teleportation attacks. When you see the slow-moving green ball, just use the larger-sized pillars to absorb the shot. Then when it's clear, pop back out and begin firing at the Nihilanth once again. If you do get zapped with the attack, you'll be taken to one of three different places in the following order:



Make sure to whack the Xen Masters before even attempting to climb out of this hole.

Multiple Endings?

There are two completely different endings to Half-Life, both options occurring at the very end of the game. We won't spoil the differences between the two or what happens in each one, but we will suggest that you make a save game and at least check it out for yourself...

Ending ①
Stay in the rail car and don't exit.

Ending ②
Exit the rail car and enter the portal.





HALF-LIFE

THE DEATH WALK THROUGH

DECAY

[Introduction]

This section is designed as the quick walkthrough for the bonus game to Half-Life, Decay. Before we get started with the walkthroughs themselves, there are some VERY important things you'll need to read first. Check them out below, and then continue with the walkthrough.



Gameplay Overview

Each mission has a definite "Beginning" and "End" to it, whether Half-Life was really just one huge quest. This has a pretty big impact on what you're doing mainly because so many little game play elements that worked in Half-Life won't work anymore. Here's a list of the more important gameplay changes:

- No more backtracking. The mission-based structure makes it impossible for you to leave stacks of goodies that you come back for later.
- All health, weapons and items will NOT carry over to the next mission. On the good side, you will get an automat

healing and items refilled at the next stage.

- Most of the time, there's a big gap between enemies, so it's going to be the next mission's turn to go after them. If you fall off, you don't feel like you've missed anything.



From here on out, you're going to have to pick up items when you see them. No more "oh I'll come back for that later when I really need it" situations.

Make sure to take advantage of both players in co-op mode (or even in one player mode) by using them to cover one another in combat.



Character Switching

You can play Decay with either one player, or with two players in split-screen mode. With one player, you'll have control of both characters by using the "Select" button to switch between them in two-player co-op, the tactics it's basically you always have kicking butt so there's not much advice needed. With the AI character, we thought you'd need a little help, so here are some tips when controlling both characters:

- The AI character will not move from the position you plant her, but she will defend herself if enemies appear. Unfortunately, there's no commands or controls to keep her from switching weapons or wasting ammo.
- The AI character has average aim, so it's expected to pop her in a room and then go

hide with your character + either of you die, the mission ends.

- If you ever get in a jam, or you're not sure what to do next, try switching characters to see what other options you might have. Try and think as a team and you'll usually see better results.



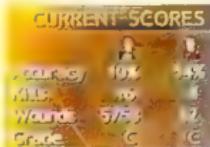
Dr. Colette Green

Dr. Gina Cross

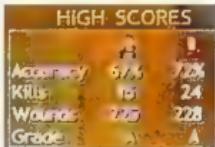


Grading System

- Your grade is awarded in a relatively standard fashion. The less damage you take (Wounds), the better your accuracy (Accuracy) and the more enemies you kill (Kills), the better your grade for each mission. The grades given are A through D, with A being the best. There is no F grade, although failing the mission still counts in and of itself.
- An important tip to remember about grading is that you can always get through the mission once just to complete it, and then come back to try and score an A grade later. Doing both on your first shot is going to rough.
- It may seem as if one stat is much more important than the others, but this isn't entirely true. You see, for some missions Accuracy is the most important factor, and for some missions Wounds is the most important factor. Use our "Making the Grade" sidebar to see where improvements can be made.



As you can see in this picture, sometimes even ridiculous amounts of wounds and horrible accuracy won't give you a "D" grade. In this case, our kills made up for it.



On some missions, mediocre scores on Accuracy, Kills and Wounds will still get you the A grade. It really depends more on the mission than the individual stats themselves.

DUAL ACCESS



Goal: Monitor the anti-mass spectrometer and deliver anomalous materials to Dr. Freeman.
Difficulty: Easy
Time To Complete: 15 minutes



Mission Walkthrough

- At the beginning, you'll see Dr. Keller and Dr. Rosenberg at their desks. You're going to have to get both of them to leave the room. Use the character switch to do this. After they leave, continue on through the corridor until you reach the elevator. Note that we have an alternate route we can take.
- When you arrive in the elevator with Dr. Keller and Dr. Rosenberg, after the elevator has stopped, press the button to the right of the elevator door.
- A short time should pass. Once the anomalous material has sample from the ergonomics, when you attempt to press it into the slot, you should find that it's been summed.



Dr. Green should be upstairs, activating both the power and percentage ratios.

Once Dr. Green is activated, he'll be the extra character you can control in the game.

- In the next room, activate the character switch. This will let you control Dr. Cross. Use the character switch again to deactivate Dr. Cross. With Dr. Cross controlled, go to the main door and open it with the character switch.
- After the door opens, walk up the stairs to the first floor. Get both Dr. Keller and Dr. Rosenberg to leave the room. Use the character switch again to deactivate Dr. Cross. Use the character switch to go to the other door.
- Compute the sample when both characters reach the bottom floor and enter the elevator with Dr. Rosenberg.



This door will only open halfway, letting you crawl out from the test chamber.



Use the character switch and bring both Gina and Colette over to the main door



The first little pow-wow with Dr. Keller and Dr. Rosenberg should go smoothly



Dr. Cross should head below to push this sample into the loading bay



Shortly after loading in the sample, Dr. Cross should clear this machine



When the experiment goes awry, get the 9mm Pistol from this dead security guard



When you make it back to the control room, enter the elevator to complete the mission.

MAKING THE GRADE

This mission is extremely easy to get an A grade on, but here are some tips in case you're having trouble.

Accuracy

Although it seems silly, a swing and a miss with your Crowbar counts toward your accuracy rating. Just remember that when fighting those Headcrabs,

Kills: Anything above 20 kills is fine for this level. There's easily twice that in the level, so this shouldn't be a problem.

Wounds

Although it's pretty ridiculous to take any wounds on this level, try to limit your damage to around 35 or less.



To improve accuracy, attack from close range and aim for the body.

GRADE DETAILS	
Accuracy	A
Deaths	41
Wounds	29
Time	1:15

Remember that only one character needs to get an "A" to unlock the secret 50th mission.

HAZARDOUS COURSE



Goal: Escort Dr. Rosenberg to through the training area to the surface.

Difficulty: Easy

Time To Complete: 35 minutes



Mission Walkthrough

- You will face several Gun Turrets along the way, so when you get up to the shaft, try to take them down before heading up the Hallway. Once you've cleared the area, you can proceed to the stairs at the end of the Hazard Course. When you do, you'll find that it's just like the previous levels in the series, like the ladder, now below.
- Have one character enter the security override room to open the hallways. While the other one runs through the hallway past the Gun Turrets. When the second character gets past the Turrets, you can have her turn off the power to the hallways by pressing the switch behind the fence. This section is impossible to complete without using the character limit.
- After blasting your way through the first group of Turrets, just hit the targets and the door will open. Enter the sewer area. Have one character pump the fan of the fans while the other checks on the other character. Then run to the next section. The large power switch will open the roof access. Shut off the fans, pull the handle to the power box in the upper section.

The character you enter should have the power setting through the override door. As you move the Shutter, the wall panels are broken, but never.

- The next section has a main pump that needs to be turned on. If you're having trouble getting to the pump, start eliminating the pump until you find a pump that is connected by a pipe. If you're having trouble getting to the pump, turn off the water valve. Use the latter method if possible, especially because whenever you're going to blast the pump, you'll be shooting the character that way. Turn off the pipes. When you're pumping more, climb the side and enter the elevator through the top hatch.
- The final part of this mission is getting Dr. Rosenberg past the Gun Turret into the rear garage. But if you're going to blast the Gun Turret with your secondary Sharpshooter, aim the bullet to the character up near the security door. When you're at the rear garage, the mission is completed.



After finding out the elevator is broken, jump out the newly opened shutters.



This power controller shuts off the fans so the second character can pass the sewer area.



Have Gina activate the security override while Colette dashes through the hallway.



These pumps need to be manually operated. When you're done, climb the ladder.



IMPORTANT! For some reason, Dr. Rosenberg doesn't move when the Mayan comes out from behind the security door. And just when it's there and about to take away his life, he doesn't. It's resembling what he did when he faced the last section of the level.

If you get past the last group of Gun Turrets, the mission is complete.

MAKING THE GRADE

The key to this entire level lies in effectively dealing with the various Gun Turrets. If they shred you up even once, your wounds rating will be ruined.

Accuracy

Just be careful not to waste rounds on Gun Turrets. Get clean shots on the few normal enemies that appear and you'll be set as far as Accuracy goes.

Kills

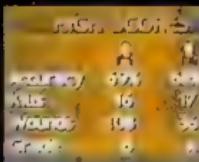
There aren't many enemies in this stage, so kill everything you see and you should be fine.

Wounds

If you can keep Wounds to under or around 50, an A rating shouldn't be a problem even with mediocre scores on Accuracy and Kills.



As you can see, even with as low as 4% accuracy you're still in the A range.



To get up into the A range, keep the Wounds under 50 if possible.

SURFACE CALL



Goal: Help Dr. Rosenberg establish an uplink with the outside world.
Difficulty: Moderate
Time To Complete: 20 minutes

Mission Walkthrough

- Once you get into the first level, enter the laboratory and activate the doors. So the two rooms will be available.
- Once you've got both doors open, go with the satellite dish that you have to help start the satellite dish. But don't worry, it's a very simple task.
- You'll notice something good about this mission, it's better, why? It's a whole lot easier to do. So the first thing you want to do is to find the bomb cart and get it over to the toxic waste room. From there, take the elevator down to the bottom floor. Then, follow the hallway to the entrance to the path of destruction.
- When you're at the door with the toxic waste room, open the door and go inside. Then you'll need to make your way over to the path of getting rid of the toxic waste.
- Finally, you're at the top of the first floor, so you can

press activate the button to move it.

② Play the map now to get through the first room.

From there, stop the cart, then go back to the hallway. You'll notice that there's a door to the Satellite Operations.

③ Enter the room and you'll see that there's a button that we should activate for sure. This button which gets the toxic waste to move. And once it moves, it will be safe to touch it, but don't forget to cart.

④ Play again, it's time to stop the cart again. Go to the doorway and play the satellite dish. Don't forget to activate the button to move it.

• Work through the next area and make sure to kill EVERY Vortigaunt you come across. If you do, then you'll be getting rid of most of the Vortigaunts. When you're at the exit, enter the Web Control Room. You'll see the door to the control center. When you're in there, you'll see the control panel. Open the control panel and open the door.

• When you're done, go to the control panel to open it.



Begin by ditching Dr. Rosenberg and heading straight into Satellite Operations



Use the switch to send the cart plowing through this wall full of explosives.



The toxic waste in this room is especially damaging. Do NOT touch it for even a second



When you arrive at the control center, open up the door and let Dr. Rosenberg in.



Have your second character activate the satellite uplink after chatting with Dr. R.



With the satellite uplink established, Dr. Rosenberg can activate communications.

MAKING THE GRADE

Kills
 There are LOTS of Vortigaunts in this stage, and because of that, this is one of the harder missions to get an A grade on.

Accuracy
 This isn't the problem statistic. Be responsible with your Shotgun spread and you should be fine.

Kills
 Anything over 25 is respectable for the A grade, although you can get by with less if you take very little Wounds.

Wounds
 This is the real problem. Use the remarkably effective yet super cheap "retreat and destroy" technique. Draw Vortigaunts out one by one, using corners as shelter.



We used the 9mm Pistol to drop Vortigaunts quickly and accurately.

Grade	
Kills	A
Accuracy	B+
Wounds	B+
Decay	C

If you look closely you'll notice that our B grade is technically superior to our A grade.

RESONANCE



Goal: The rift between Earth and the alien world is widening. Reset the dampening fields.
Difficulty: Moderate
Time To Complete: 35 minutes

Enemies



Mission Walkthrough

- After getting to the basket, head left through the main exit with the Snapshot gear off. If you'll be using the Snapshot gear, head down the stairs to the lower level. If you're going to use the Snapshot gear, it would be highly recommended.
- Work your way to the vent with the character who retains the memory of the last time getting through it. Your goal is to blast off the switch so you attempt to go up. You can keep all the way to the very end. Use the desk, pull the switch, and then go up the passage. You'll have just the character's PDA to guide you and if you don't pull it up inside the vent when the electricity goes off, you'll take serious lighting damage.
- Get the 100% Wounds from the security office and flip the security vent switch. This will allow your character two get up and run across the stairs when you're ready.
- Both characters should enter the dampening locks area, with one character taking the lock while the other one takes

control of the other. If that doesn't work, just flip the locks being perturbed. Pull the character who retains the memory of the last time getting through it to complete each character's task. Make sure to do this quickly or else the security system will turn off again. Turn off the power switch, and then go up the stairs to the fourth floor with Alan Grant.

- The two characters should then go up. Alan Grant should remain outside until the character who retains the memory of the last time getting through it goes up. Then he can be on the floor above. Once he's up, he can go up the stairs to the fifth floor with the other character.
- Head back to the security office. If there are two characters outside (whoever has more health) go up to the door, and have the second character hold the door open. Head back to the hallway and go up the stairs. Turn the security vent switch again. Turn the dampening locks switch again. Turn the security vent switch again. Break off the control panel.



You'll need to activate this switch and get through the vent VERY quickly.



Oh and like, don't miss the .357 Magnum inside the armory.



If you've got some Grenades, now is a good time to use 'em up.



Have both characters up top when you reset the dampening locks.



Have one character enter this area while the other activates the control panel.



After the final lock is set, this hallway serves as a great shelter from the Xen Masters.

MAKING THE GRADE

One of the hardest missions for both Accuracy and Wounds. Use our little Versus™ trick and you're set.

Accuracy

In order to fulfill all three of the requirements for this level, it's best if you have one character play through all of the easy sections, knowing that character is

the one going for the "A" rating. Have the other character the role of the dummy, dealing with the tougher end sequence and also the dampening lock sequence.

Kills

Refer to the Accuracy section for details.

Wounds

Same as above.



If you're using the Shotgun against Marauders, only use it from point blank range.



Keep the Wounds under 35, and KILLS over 25. This matches on A no problem.

DOMESTIC VIOLENCE



Goal: Locate a security guard who knows the satellite signal codes, and bring him to Dr. Keller.
Difficulty: Moderate
Time To Complete: 25 minutes



Mission Walkthrough

- As you enter the building, go through the first hallway. Be sure to locate the first Security door. Once you get past it, you'll see a doorway to another hallway. At the end of this hallway, there's plenty of time to locate the button on the left. You will see a door that has a red light. Next to it is a wall with a switch. If you activate it, you will deactivate the button, which is just across the way.
- Head back to the previous hallway and walk down. You'll find a few Grunts here, so take care of them. Head further down the hallway and you'll come to another doorway. Go through it and you'll find a dead body. You can drop down to the ground to the right.
- Get back up and move back to the previous doorway, but this time, try to roll across the ledge. Who yourop? You'll be engaged by four human Grunts. Use your Combat Rifle. The best technique is to roll one

second away from the entrance. If you do this, the first three Grunts will be lured outside, leaving the fourth to defend the doorway.

- Once you're outside, take steps along the ledge to the next doorway. You'll find a vent going to the roof. If you do this, you'll be able to use your Combat Rifle to grenades to get past the door. After the red light goes off, you'll need to drop down to the ground. If you do this, you'll be forced to crawl through the doorway to the next hallway.
- Once you're in the hallway, you'll find a group of human Grunts that have the same idea. This is where you'll find the clearance codes will NOT leave his little group of human Grunts. Instead, he'll stay put until you've taken him out.

- With all of the human Grunts taken care of, the security guard will start to run. It's very important to keep him in sight, as he will be able to



Activate the security door switches and then quickly jump out and pass through.



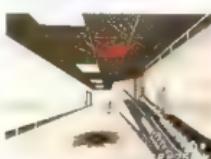
Use one character as a stepping stool for the other one as you enter this vent.



You can either drop down with guns roaring or try to take out a few with Grenades.



Grab the Combat Rifle from the first dead Grunt and start launching Grenades.



We found it best to lure out small quantities of Grunts instead of fighting on their turf.



With every Grunt Incapacitated, this security guard will run back to Dr. Keller with you.

MAKING THE GRADE

This is a difficult level, mainly because of the introduction of human Grunts. Absorb one volley of fire from a Gun Turret and your grade is ruined.

Accuracy

As long as you're not specifically dumping 50-round magazines through the Combat Rifle, Accuracy should not be a problem.

Kills
There's plenty of enemies on this stage, just be sure to have one of your characters go over 35.

Wounds

Keep this rating under 100, possibly 75 if your other ratings are only mediocre.



Combat Rifle Grenades work wonders for Accuracy while reducing Wounds.

Score	Kills	Wounds	Accuracy
1000	35	11	95
1000	35	100	95
1000	35	95	95
1000	35	90	95
1000	35	85	95

As you can see, even with zero Wounds and perfect Accuracy, Kills are the deciding factor.

CODE GREEN



Goal: Upload the satellite signal codes before the delivery rocket touches.
Difficulty: Moderate
Time To Complete: 20 minutes



Mission Walkthrough

- Be prepared for the mission to go wrong. If you miss and get the wrong codes, then you'll have to start fighting the Osprey. You can take some pure mid-air attacks. After you've uploaded the data to the satellite dish, you will need to get back to the secret passage with the grenades. Wait for the right moment.
- When you're ready for the fight, don't see it coming no matter what you do. If you're aiming for say the front of the engine, try jumping onto the tunnel, you'll be able to look down at the rear of the Osprey and blast the box that's preventing it from opening. With that and the Wads and your own maneuvering, you should be able to make it through.



When you're fighting the Osprey, try and aim for the engines right below the rotors.

After you've uploaded the data to the satellite dish, you will need to get back to the secret passage with the grenades. Wait for the right moment.

• Even if the Grunts start shooting at you, you can still get to the secret passage with the grenades. Just wait until they're all dead. Once you've reset the power, you'll be able to jump across the gap into the next building.

• Have one character attack the security system while the other one gets inside the control room and pushes the safe to open code. When you get the green light, then you're complete.



Use both characters to cover one another as you move forward.



You're best off just jumping in with a few Grenades to rock these Grunts' world.



Indeed, the secret passage is hidden right near your starting point.



From this perspective you can clear away the box that's blocking the doorway.



Once you've reset the power, go ahead and let the other character back into the mix.



Have one character sit in this room while the other runs for the main control booth.



You can only activate the Traffic Control System if the security switch is ON.

MAKING THE GRADE

The Osprey is the big deciding factor is whether or not you do well on this stage. Just remember to aim at the engines and you'll do fine.

Accuracy
 Luckily, the designers knew you'd be wasting a lot of bullets fighting the Osprey. As long as you keep your score reasonable (above 50%) you should be fine.

Kills
 Again, depending on how quickly you take down the Osprey. If you give it time to spawn more troops, you'll get more kills.

Wounds
 Anything under 50 is good, and under 100 is almost perfect.



Don't be afraid to waste a few bullets if you know you'll save some Wounds because of it.

Score	Kills	Wounds
100	50	10
200	100	20
300	150	30
400	200	40

Keep the Wounds under 50, and Kills over 25. Taking out the Osprey helps immensely.

CROSSFIRE



Goal: Get to the displacement beacon, and manually raise it into place.

Difficulty: Moderate

Time To Complete: 20 minutes

Mission Walkthrough

- Set off right after the keeper of the gates, and follow him until he turns and leaves. He was here the very end of the area. When fighting the Grunts, use the firefly and keep your distance. They are very fast, so if you're lucky enough to see them twice in one time frame, get them early when you can.
- When you get to the stone stairs, use sneaking to go to the left and start climbing up. You have to walk up the entire stairs in haste, so always move quickly. Your team will notice if you move slowly.
- When you get to the area with the lift controls, you'll see two Grunts waiting after the bridge. If you don't want to fight them, walk around the platform to the left and then up the stairs. After you get to the top, follow the path to the right past the steam leak. This is where the two Grunts will be.
- If you want to take the easy route, have one character sneak through the steam leak while the other sneaks past the Grunts. If you want to do this the hard way, then follow the path to the right.

• Once the two characters have the first part of the lift pass, we'll move on.

• Once you get to the stone stairs, turn right where there's a small opening in the wall. Go through the opening and follow the path to the right.

Note: If you can't find the displacement beacon, keep the character equipped with the .357 Magnum and follow the path to the right until you find the valve.

• When you get to the next set of stairs, turn right and follow the path to the right. After you get to the top, follow the path to the right past the steam leak.

• After you get to the top, follow the path to the right past the steam leak. On the other side of the platform, you'll see another two Grunts. The Grunts are located in the middle of the platform. When you get to the valve, look to the right and you'll see a valve.

• On your way to pass the valve, make sure to take the time to raise the platform. Once you've done this, you'll be able to raise the valve.



Keep something powerful like the .357 Magnum equipped as you pass through the sewer.



Make sure to take out even the sniper Grunts as you move through the hallways.



Have one character release this valve while the other sneaks past the steam leak.



Place one character on top of the platform while the other one operates the lift controls.



After following the pipes all the way up you'll find this valve which causes a cave-in.



Since the power is gone, you'll need to raise the platform manually with this switch.

MAKING THE GRADE

The hardest part about this level is dealing with the sheer number of Grunts. You figure even if one out of five gets in some damage, it still adds up toward the end.

Accuracy

Shouldn't be a problem keeping it up in the 85-90% range. Use the .357 Magnum for Vortigaunts.

Kills:
If you have one character sweep through the entire mission, Kills will not be a problem.

Wounds

Keeping the Wounds under 100 is tricky, but if you use our solution to the Steam puzzle above, you should be fine.



As you can see, Kills really made the difference in going from a B to an A grade here.



Combat Rifle Grenades work extremely well in reducing the amount of damage you'll take.

INTENSITY



Goal: Activate the beam matrix to power the displacement beacon.
Difficulty: Moderate
Time To Complete: 15 minutes



Mission Walkthrough

- Head over to the exterior of the elevator with your Combat Rifle equipped. Have your secondary character follow the one who's making the run to the laser activation room. Head to Sector 1 and start shooting until the first alien invades.

When you're in the lab area, avoid the toxic waste by using the nearby tables.

- When you get to the laser activation room, have your secondary character shoot the laser beam at the crystals. It's

ACTIVATING THE CRYSTALS

• You'll need one character in the control room, and the other down below near the crystals. Have your first character shut all the lasers off, and then walk your second character down into the crystal area and lower all three deflectors. With all the reflectors down and all the lasers off, follow these three steps to complete the puzzle.

- 1 Activate the Red and Blue lasers to make: PURPLE.
- 2 Raise up the first deflector shield (closest to the laser generator) and activate the Red and Red lasers to make: PURPLE.
- 3 Raise up the second deflector shield and activate the Blue and Blue lasers to make: PURPLE.

• With all three crystals activated, raise up the final deflector shield and light up all three lasers to make the final activation beam. You'll know you've set it off when you hear the sharp crunch and the aliens start warping in.



Don't be afraid to go point blank with the Combat Rifle; it cuts down enemies quickly.



When you're in the lab area, avoid the toxic waste by using the nearby tables.



Use our chart to the left to figure out what sequence you'll need to hit these switches.



Each mirror panel has its own control panel. Switch characters when activating them.



Activate all three colors, then switch on the main laser and activate the white beam.



After activating the laser, you'll need to run one character back to activate this security door.

MAKING THE GRADE

After activating the laser, it's best to have your secondary character catch up to the first and take the brunt of the damage on the way back.

most of the time. This is to ensure that you can activate the final beam without getting hit. Why? To prevent them from running an otherwise perfect run.

Accuracy

If you keep your combat limited to mostly close range skirmishes, you shouldn't have a problem keeping it over 80%.

Kills

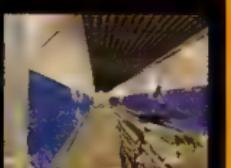
There's about 60 enemies in this stage, so if you can kill 30+ with one character, you're set.

Wounds

Again, keep your main character (the one with all the kills) out of as many Alien Grunt battles as possible. Have your secondary character fight them as much as possible.

HIGH SCORES	
Decay	725
Alien	33
Features	0
Total	758

Although we had no Wounds in our best run, as long as you keep them under 50% you're fine.



These two Alien Grunts in the final hallway can ruin an otherwise perfect run.

XEN ATTACKS



Goal: Earthlings have stolen valuable materials for their research. Reclaim the stolen crystals.
Difficulty: Very Hard
Time To Complete: 25 minutes



Mission Walkthrough

- Under RR's watchful eye, quite a few team members are here to be controlled. In many ways, but none are the main concern.
- ① You cannot predict ANY beam.
- ② You can't know what's after you until it's there. It's best to always keep your eyes open for the unexpected. If you see a Grunt, fire up the claw. If you see a Gun, fire away. If you see a Beam, just hope.
- Don't take the time to charge your beam if there are Grunts up in your face.
- From long range, use the beam to blast the blue explosive canisters.
- You can't fight a Gun. So, power up your beam and charge it. Then, go in there with a plan. Take cover. Use the cover to your advantage. Shoot off the beam as fast as you can.
- Stay low to the ground. Complexity is the key to victory through the first few rooms.

In the beginning, make sure you're ready, willing, and able to fight the Grunts. They'll be everywhere. If you see one, fire up the claw. If you see a Gun, fire away. If you see a Beam, just hope. Don't take the time to charge your beam if there are Grunts up in your face.



Don't take the time to charge your beam if there are Grunts up in your face



From long range, use the beam to blast the blue explosive canisters.



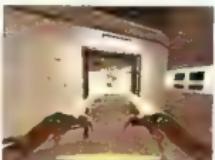
The best method to avoid this rail car full of explosives is to go through the shortcut.



When fighting Gun Turrets, try and keep your crosshair aligned as you strafe into aim.



Although you need to pass by the Assassins, we highly recommend you avoid them.



Give one charge-up blast to these explosive canisters and you'll have access to the gate.



But before you reach the truck, two more Grunts will rappel from the ceiling tiles.



When you reach the crystals in the back of the truck the mission is complete.

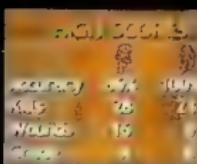
MAKING THE GRADE

See our tip in the Wounds section on how to really dominate this level.

Accuracy
Accuracy shouldn't be a problem as long as you don't waste swings trying to open up boxes. You can't use anything inside them anyhow, so don't waste your effort.

Kills
Anything above 25 is golden.

Wounds
The trick to not taking damage in this mission is to skip the fight with the Assassins altogether. Just run full speed along the left side of their room and you'll take one hit, maybe two max. Trying to fight them is just too difficult with no explosive weapons.



As you can see, a minimum of 25 kills is needed for the A grade.



Your regular claw attack is devastating, although they do still count toward Accuracy.



HALF-LIFE

CHEATS AND SECRETS

CHEATS & SECRETS

[Half-Life]

Keypad Cheats

Below is the complete list of keypad cheats for Half-Life, along with what they do. All cheats are entered key by key and end with a period.

1 Xen Gravity



This cheat makes the entire game feel like the world of Xen, meaning that gravity is really reversed. You can walk either side and have much more control during fights.

2 Invincibility



Just like it sounds, Gordon will be completely invulnerable to all attacks.

3 Infinite Ammo



This cheat will give you infinite ammo for all of Gordon's weapons, but it does "forget" to tell you exactly how much.

4 Invisibility



This cheat makes Gordon invisible to all enemies, but not invulnerable.

5 Slow Motion



Slow Motion is probably the best cheat to play through the game with the option of switching it off at any time. It's easy to set up the "activation" button in the setup screen.

6 Alien Mode



Press this key combination to the right of the keypad.



30.0% EQUIPABLE CLOTHING ALIEN MODE

Alien Mode

Mission 10: Xen Attacks



Listening to the geeky scientists takes on a whole new meaning as an alien



Amazingly, this Vortigaunt happens to have a flashlight. And it knows how to use it!



You know things are weird when you get to Xen and it's time to kill your own kind.

[Decay]

Bonus Alien Level

What Is It?

Normally, you'd think that *Mission 10: AAF* is the final Decay level in the game. This isn't entirely true. In fact, if you manage to get all "A"s" with either Gabe or Colette for the first nine missions, you'll unlock a super-secret tenth mission called

Mission 10: Xen Attacks. In this mission, you take on the role of a Vortigaunt (or two Vortigaunts if you're playing co-op), and it's up to you to recover the crystals that the humans have stolen from your homeworld. It's a short mission, but a cool secret nonetheless.



(Note: If you can complete this final mission with an A grade, you'll unlock the Alien Mode cheat for Half-Life.)

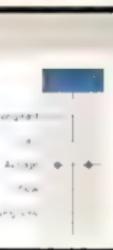
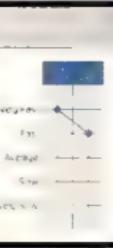
A man with dark hair and glasses, wearing a dark, futuristic-looking suit with a glowing orange chest plate featuring a circular emblem, stands in a red-lit environment. He has a mustache and a determined expression.

HALF-LIFE

EDDUS DAY APPRENTICES

WEAPON & ITEM DATA

The weapons are shown in the order they appear in the game book on the top left of each section. We have included your favorite weapons in the order you like to use them. Note for all data graphs: Primary/Secondary = Speed/Strength.

Statistics: First Location: Unrestless Consequences: Damage (Primary): 10 per shot Damage (Secondary): 8 per shot Arms/Max: 17/250	Usage Tips: <ul style="list-style-type: none"> The gun's primary advantage is its accuracy at long range, it has a very low dispersion. The gun's primary advantage is its accuracy at long range, it has a very low dispersion. The gun's primary advantage is its accuracy at long range, it has a very low dispersion. The gun's primary advantage is its accuracy at long range, it has a very low dispersion. The gun's primary advantage is its accuracy at long range, it has a very low dispersion. The gun's primary advantage is its accuracy at long range, it has a very low dispersion. 		 9mm Pistol Primary: Fire Secondary: Rapid Fire
Statistics: First Location: Office Complex Consequences: Damage (Primary): 30 max (5 per pellet) Damage (Secondary): 60 max (5 per pellet) Arms/Max: 8/225	Usage Tips: <ul style="list-style-type: none"> When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. 		 Shotgun Primary: Fire Secondary: Double Shot
Statistics: First Location: Office Complex Consequences: Damage (Primary): 120 (splash) 100 (direct) Damage (Secondary): N/A Arms/Max: 10	Usage Tips: <ul style="list-style-type: none"> When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. When shooting from a distance, the gun's accuracy is very good, but as the distance increases, the accuracy drops significantly. 		 Grenades Primary: Throw Secondary: N/A

Statistics:

First Location
We've Got Hostiles

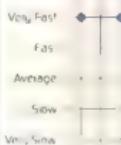
Damage
(Primary)
5 per shot

Damage
(Secondary)
1-99 (splash)
200 (direct)

Ammo/Max
50/250/50

Usage Tips:

- Activate Hostiles to draw fire from other weapons. This allows you to move around and attack from cover.
- The most effective way to use this weapon is to fire at enemies from behind cover. This will allow you to hit multiple enemies with each shot.
- Be sure to aim carefully when firing at enemies from behind cover. If you miss, you may end up hitting your own team members.

**Combat Rifle**

Primary: Automatic Fire

Secondary: Grenade

Statistics:

First Location
Blast Pit

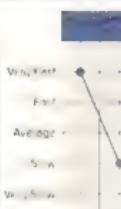
Damage
(Primary)
40 per shot

Damage
(Secondary)
N/A

Ammo/Max
6/30/6

Usage Tips:

- Use the RPG to clear out enemy positions. It's especially useful for clearing out enemy bunkers or fortifications.
- Be sure to aim carefully when firing the RPG. If you miss, you may end up hitting your own team members.
- Remember to use the Secondary function to set off grenades after launching the RPG.

**.357 Magnum**

Primary: Fire

Secondary: N/A

Statistics:

First Location
Blast Pit

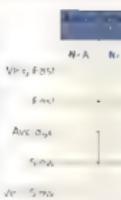
Damage
(Primary)
1-149 (splash)
150 (direct)

Damage
(Secondary)
N/A

Ammo/Max
5

Usage Tips:

- Use the RPG to clear out enemy positions. It's especially useful for clearing out enemy bunkers or fortifications.
- Be sure to aim carefully when firing the RPG. If you miss, you may end up hitting your own team members.
- Remember to use the Secondary function to set off grenades after launching the RPG.

**Laser Mine**

Primary: Place Mine

Secondary: N/A

Statistics:

First Location
On A Rail

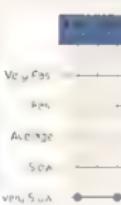
Damage
(Primary)
1-149 (splash)
150 (direct)

Damage
(Secondary)
N/A

Ammo/Max
5

Usage Tips:

- Use the RPG to clear out enemy positions. It's especially useful for clearing out enemy bunkers or fortifications.
- Be sure to aim carefully when firing the RPG. If you miss, you may end up hitting your own team members.
- Remember to use the Secondary function to set off grenades after launching the RPG.

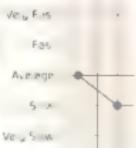
**Satchel Charge**

Primary: Set Charge

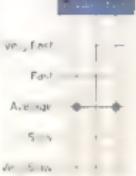
Secondary: Set Another

Statistics:**First Location**
Apprehension**Damage**
(Primary)
50 per bolt**Damage**
(Secondary)
N/A**Ammo/Mag**
5/50**Usage Tips:**

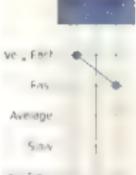
- The Crossbow is very useful for sniping. As long as you can see your target, you can hit them. It's also good for taking out vehicles.
- It's a good idea to keep bolts nearby so that you can quickly reload if you run out.
- It's important that you don't let them get close to you. If they do, it's best to retreat and use other weapons like the Laser Gun or the Plasma Gun.
- It's also good to use the crossbow to distract enemies while you're attacking them from behind.

**Crossbow****Primary: Fire**
Secondary: Sniper Mode**Statistics:****First Location**
Questionable Ethics**Damage**
(Primary)
20 per bolt**Damage**
(Secondary)
N/A**Ammo/Mag**
15**Usage Tips:**

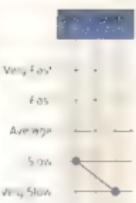
- Snark is a very useful weapon for taking out vehicles. It's also good for taking out enemies from a distance.
- It's important to aim carefully when using Snark, as it has a relatively slow travel speed.
- Snark is also good for taking out enemies from a distance, as it has a relatively slow travel speed.
- It's also good to use Snark to distract enemies while you're attacking them from behind.

**Snark****Primary: Throw**
Secondary: N/A**Statistics:****First Location**
Questionable Ethics**Damage**
(Primary)
20 per bolt (2 cells)**Damage**
(Secondary)
Varies (2-12 cells)**Ammo/Mag**
100**Usage Tips:**

- Tau Cannon is a very useful weapon for taking out vehicles. It's also good for taking out enemies from a distance.
- It's important to aim carefully when using Tau Cannon, as it has a relatively slow travel speed.
- Tau Cannon is also good for taking out enemies from a distance, as it has a relatively slow travel speed.
- It's also good to use Tau Cannon to distract enemies while you're attacking them from behind.

**Tau Cannon****Primary: Fire**
Secondary: Charge Shot**Statistics:****First Location**
Surface Tension**Damage**
(Primary)
199 (splash)
200 (direct)**Damage**
(Secondary)
N/A**Ammo/Mag**
5**Usage Tips:**

- The RPG Launcher is a very useful weapon for taking out vehicles. It's also good for taking out enemies from a distance.
- It's important to aim carefully when using RPG Launcher, as it has a relatively slow travel speed.
- RPG Launcher is also good for taking out enemies from a distance, as it has a relatively slow travel speed.
- It's also good to use RPG Launcher to distract enemies while you're attacking them from behind.

**RPG Launcher****Primary: Fire Rocket**
Secondary: Laser Guided

Statistics: Usage Tips:

First Location
Surface Tension

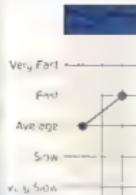
Damage (Primary)
8 per shot

Damage (Secondary)
8 per shot

Ammo/Mag
Infiniti

- This weapon has a very high damage output, but it is slow and inaccurate.
- Use the Homing feature to aim the primary shot at your target. Aim for the head or chest area to increase the chance of hitting.
- Use the Secondary shot to follow up on missed shots or to hit targets that are partially obscured by the environment.

Hivehand



Primary: Fire Homing
Secondary: Rapid Fire

Statistics: Usage Tips:

First Location
Lambda Core

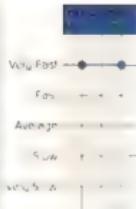
Damage (Primary)
34 per shot

Damage (Secondary)
N/A

Ammo/Mag
100

- This weapon has a very high damage output, but it is slow and inaccurate.
- Use the Secondary shot to follow up on missed shots or to hit targets that are partially obscured by the environment.

Gluon Gun



Primary: Fire
Secondary: N/A

The primary function of the Gluon Gun is to fire a beam of energy that can penetrate multiple targets. It is effective against both organic and inorganic enemies. The secondary function is currently not available.

HEV Suit



Function

Comments

Battery Pack



Function

Comments

Health Pack



Function

Comments

Long Jump Mod.



Function

Comments

HEV Station



Function

Comments

Health Station



Function

Comments

The HEV suit provides significant protection against most enemy attacks. It also allows for long jumps and enhanced movement speed.

The battery pack is used to power the HEV suit. It can be recharged at the HEV station.

The health pack is used to restore health. It can be used at the health station.

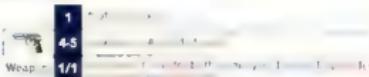
The long jump mod. allows for longer jumps than the standard suit. It can be used at the HEV station.

The HEV station is used to recharge the HEV suit and provide power to other equipment. It can be used at the HEV station.

The health station is used to treat injuries and provide medical supplies. It can be used at the health station.

ENEMY DATA

These charts are pretty easy to use if you remember these two facts:



Enemy Health

Comments:
Houndeyes are relatively small
but have a large amount of health.
They are fast and can jump over
most obstacles. They are very
agile and can move quickly.
Sight: Wide. Attacks: Jump, Kick.

AS: Aggressive. SKL: Skilled.

Damage Deal

Attack 1

**Enemy Health**

Comments:
The Vortigaunt is a small, dark
skinned alien with a single eye
on its forehead. It has a long
tongue and can shoot energy
bolts from its mouth.

AS: Aggressive. SKL: Skilled.

Damage Deal

Claw (1)

**Enemy Health**

Comments:
Bullsquid are large, tentacle
bearing aliens. They have a
single eye on their forehead
and a long, sticky tongue.

AS: Aggressive. SKL: Skilled.

Damage Deal

Bite (1)

**Houndeye**

First Location:
Unforeseen Locations

Rarity: Common

Vortigaunt

First Location:
Jailbreak Headquarters

Rarity: Very Common

Bullsquid

First Location:
Office Complex

Rarity: Average

Enemy Health: N/A

Comments:
Tentacles are the most common enemy in the game. They are found in almost every level, from the beginning to the end. They are very weak and can be easily defeated with a single shot.

Tips Against Tentacles

- Use a shotgun or a pistol to defeat them quickly.
- Remember to avoid getting Tentacles in your face, as they will attack you.

Mov. Speed

Mov. Speed	Attack Range
Very Fast	Very Short
Fast	Short
Average	Medium
Slow	Long
Very Slow	Very Long

Attack (1)

Attack (2)

Tentacle

First Location: Main Street
Rarity: Very Rare

Enemy Health: 20

Comments:
Giant tentacles are the second most common enemy in the game. They are larger than regular tentacles and have more health. They are also faster and more aggressive.

Tips Against Hagworms

- Use a shotgun or a pistol to defeat them quickly.
- Remember to avoid getting Hagworms in your face, as they will attack you.

Mov. Speed

Mov. Speed	Attack Range
Very Fast	Very Short
Fast	Short
Average	Medium
Slow	Long
Very Slow	Very Long

Attack (1)

Attack (2)

Hagworm

First Location: Apartment Complex
Rarity: Rare

Enemy Health: 30

Comments:
Snarks are the third most common enemy in the game. They are small, fast, and agile. They are also very weak and can be easily defeated with a single shot.

Tips Against Snarks

- Use a shotgun or a pistol to defeat them quickly.
- Remember to avoid getting Snarks in your face, as they will attack you.

Mov. Speed

Mov. Speed	Attack Range
Very Fast	Very Short
Fast	Short
Average	Medium
Slow	Long
Very Slow	Very Long

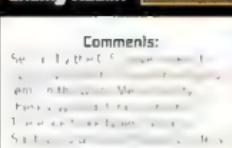
Attack (1)

Attack (2)

Snark

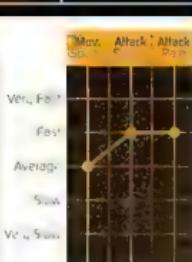
First Location: Questionable Ethics
Rarity: Very Rare

Enemy Health



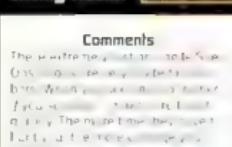
Tips Against Soldiers

* The author wishes to thank the
University of Michigan
for permission to publish
this paper.

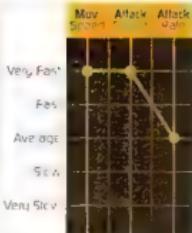


First Location:
We've got some

Enemy Health



Tips Against Assassins



First Location:
Appleton, WI

Comments

We can then use the best method to destroy each one.

Machinery



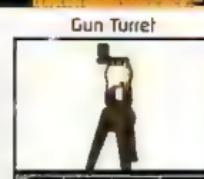
Am	the	s	w	D	F
h	h	h	h	h	h
e	e	e	e	e	e
o	o	o	o	o	o
u	u	u	u	u	u
A	A	A	A	A	A
W	W	W	W	W	W
M	M	M	M	M	M



Time	Distance	Speed
1 hr	10 km	10 km/h
2 hrs	20 km	10 km/h
3 hrs	30 km	10 km/h
4 hrs	40 km	10 km/h
5 hrs	50 km	10 km/h



$\pi_1 = \pi_2 = \pi_3 = \pi_4$



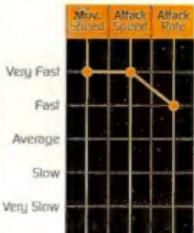
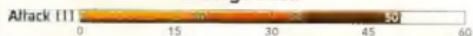
On the 20th of June, 1863, the
Confederate forces under General
Robert E. Lee, having crossed the
Potomac River at Williamsport,
and having defeated the Union
forces under General George G.
Meade at the battle of Gettysburg,
on the 1st, 2d, and 3d of July,
had advanced to the vicinity of
the town of Frederick, Maryland,
and were threatening to march
upon Washington.

Enemy Health

Comments:
These incredibly fast and powerful underwater fish monsters are not very much fun to fight. They are one of the few enemies that are clearly faster than you on their own turf, so outswimming them is never an option.

Tips Against Ichthyosaurs

- Since only limited weaponry works underwater (as you can see on the chart), the best bet is to use the Crossbow. Shoot it in the face, then quickly get out of the water and let it swim away. Step and repeat.
- If you're in an enclosed area, use a Satchel Charge. Be timely with your detonation, of course.

**Ichthyosaur****Damage Deal**

	20-35		N/A		N/A		2		N/A		2-3		2		N/A
	25-30		N/A		4		N/A		25-30		2-3		2		N/A

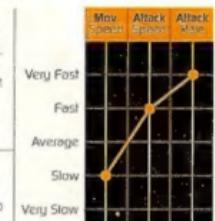
First Location:
Apprehension
Rarity: Rare

Enemy Health

Comments:
The Alien Grunt uses the Hivehand with its super cheap homing shots. Along with Vortigaunts, these guys are among the most frustrating in the game.

Tips Against Alien Grunts

- Always aim for exposed areas that aren't armored. The head is the best.
- You're going to take damage when you fight them in groups, there's just no way around it. The best method of attack is either Grenades, Secondary Shotgun or .357 Magnum.

**Alien Grunt****Damage Deal**

	9-10		2-3		3/2		1		7-8		1-2		1		10
	11-15		20/1		2		5		12-15		1		1		10

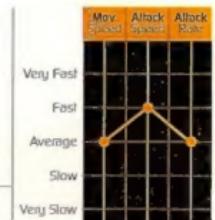
First Location:
Questionable Ethics
Rarity: Common

Enemy Health

Comments:
Xen Masters are dangerous flying creatures that shoot fireballs, and they give you little or no warning to their presence. Luckily, they are very rare and only appear at the end of the game when you have a decent array of weaponry to deal with them.

Tips Against Ichthyosaurs

- The best weapons to use are either the Combat Rifle or the .357 Magnum. As a side note, never use the Crossbow or Shotgun against them.
- As an alternative to wasting precious ammo, the Fivehand does work on Xen Masters. Just be ready to dodge a lot of fireballs.

**Xen Master****Damage Deal**

	N/A		2		2-3		1		5-6		1		N/A
	8-9		12/1		2		3		8-9		1		N/A

First Location:
Lambda Core
Rarity: Average

Enemy Health

Comments:
Massive, massive beasts that do an absolutely insane amount of damage. Since they have so much health and appear so infrequently, your best bet is to simply avoid them.

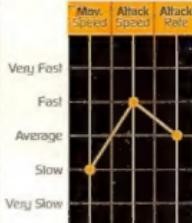
Tips Against Gargantuas

- The trick in dealing with Gargantuas is to simply avoid them. If you don't avoid them, try and use special features of the level itself to help take them out. (See walkthrough.)

Damage Deal

	Hit [1]	Fire [2]	Energy [3]
0	10	15	30
15	20	25	45
30	28/14	30	60
45	8	10	
60	58	100	

	N/A		20		28/14		8		58		8-10		6-7
	100-105		160-180		16		40		100		6-7		N/A



Gargantua



First Location:
Power Up

Rarity: Very Rare

Enemy Health

Comments:
The Gonarch is one of a kind spider-like monster that you'll face in Gonarch's Lair.

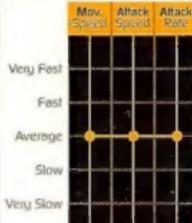
Tips Against The Gonarch

- Attack the eggsac, using a variety of weapons so as not to waste any one weapon in particular. The key to winning this battle is ammo conservation and smart strafing.
- To kill the mini-Headcrabs, try crouching with your Crowbar.

Damage Deal

	Punch [1]	Homers [2]
0	50	50
50	100	100
100	150	170
150	200	200

	N/A		79-80		105/53		32		225		32-35		N/A
	395-400		630-732		63		158		395		20-22		N/A



The Gonarch



Location:
Gonarch's Lair

Rarity: N/A

Enemy Health

Comments:
What is it? Who knows. One thing's for sure though, we don't like it and we enjoy seeing its giant baby-like head peel open like a banana.

Tips Against The Nihilanth

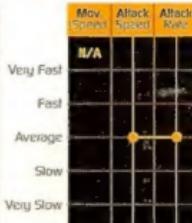
The strategy for fighting Nihilanth is in our walkthrough, but here's a few useful tips to get you started:

- Use the pillars as shelter from the teleportation attacks. You can also shoot the green ball to destroy it.
- The three golden energy crystals need to be destroyed first, before doing anything else.

Damage Deal

	Attack [1]
0	15
15	30
30	45
45	50
60	

	N/A		20		27/14		8		58		N/A		N/A
	100-105		160-180		16		40		100		N/A		N/A

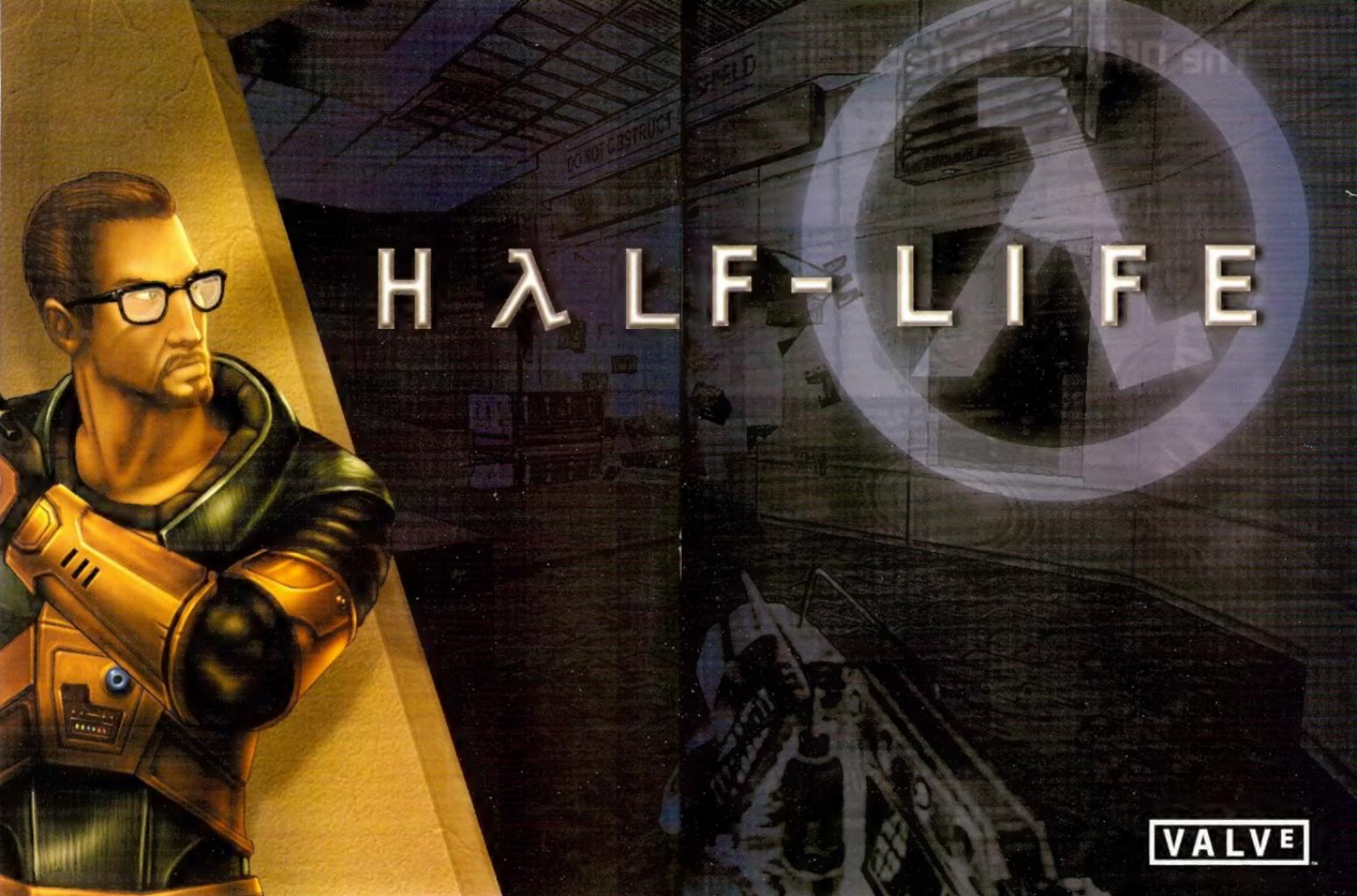


The Nihilanth



First Location:
Nihilanth

Rarity: N/A



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